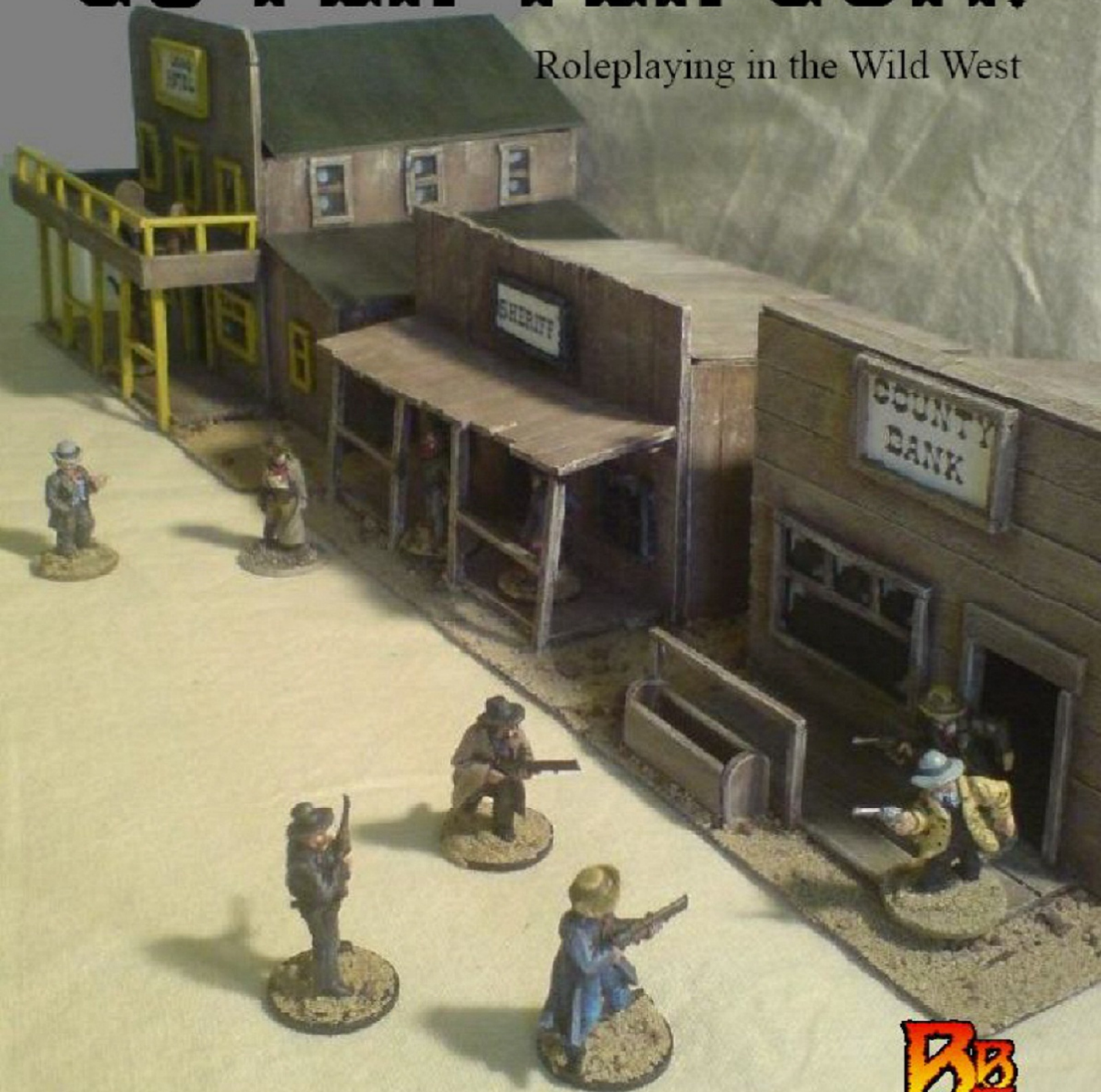


GO FER YER GUN!

Roleplaying in the Wild West



Simon Washbourne



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ACKNOWLEDGMENTS

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CONTENTS

1	INTRODUCTION	1
2	CHARACTERS	3
3	CLASSES	7
	Brave	9
	Doctor	10
	Drifter	12
	Gunslinger	14
	Maverick	16
	Mountain Man	18
	Muckraker	20
	Preacher	22
	Scout	24
	Wrangler	26
	Wandering Monk	28
	Multi Classing	30
4	EQUIPMENT	34
5	THE GAME MARSHAL	40
6	THE GAME RULES	42
7	CRITTERS, FOLK & NPCS	56
8	ADVENTURE IDEAS	71
	Mexican Jailbreak	71
	The Magnificent Gunmen	72
	Lucky Strike	74
	• CHARACTER SHEET	
	• OGL	

INTRODUCTION

What is a role-playing game?

A role-playing game (RPG) is, at its heart, a game of make-believe. The players all work to create a story by talking to one another, usually when describing the actions of their character and listening to each other, usually when the result of those actions is being described.

The players create the characters in the game. These characters undertake adventures, just the same as characters in a novel or a movie. Only rather than the scenes and

dialogue being predetermined, the players get to speak for their characters and decide what their characters will do and don't need to write it down – it all happens, develops and grows as the game is played.

The situations that the characters become involved in are usually set up by one of the other players who takes the role of the Game Master (called the Game Marshal, in *Go Fer Yer Gun!*). The Game Marshal (GM) designs the adventures, details the towns and areas where the adventures take place and populates it by creating and speaking for the people that the characters meet during the course of their adventures.

You can play RPGs freeform, that is to say without rules or with very few rules and without dice or any other method of randomly determining the results of actions that characters might take. This makes the game closer to impromptu theatre or storytelling. However, most RPGs have rules for character creation and for determining the course of actions through the use of dice. *Go Fer Yer Gun!* (GFYG!) uses this latter method.

Thus, a RPG is a game in which the players assume the roles of characters that have all sorts of adventures, the outcomes of which are subject to a degree of chance. In these games there is no winner like there is in a board game. The only aim of the game is to create your own epic story of wonder and excitement and to have fun doing so. There isn't even necessarily an ending to the game



GO FER YER GUN!

because even as you complete an adventure, another one might arise in which the same cast of characters can feature. In this way, characters can grow with their experiences and develop in skill and depth.

The core mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20
- Add any relevant modifiers
- Compare the result to a target number

If the result equals or exceeds the target number, your character succeeds. If the result is lower than the target number, you fail.

- A natural 20 on the die is always a success
- A natural 1 on the die is always a failure

Dice

Several different type of dice are needed to play GFYG!. Dice with 4, 6, 8, 10, 12 and 20 sides are used.

There are various notations in the rules telling what type and how many dice should be rolled during play. These notations may appear cryptic to first-time role players, but they are easily learned. Usually the type of dice is designated with a 'd' followed by a number, so d4 represents a 4-sided die and d10 represents the 10-sided die and so on.

It is also possible to generate random scores for which no die exists. The most common are d2 and d3 respectively, both of which can be made by rolling a d6 and dividing by 2 or 3 and dropping the fraction. To roll a d2 using a 6-sided die, the results 1-3 would

be a score of 1 and the results 4-6 would equal 2.

When the rules require it, rolls of more than one die will be expressed by a number in front of the 'd', representing the number of dice to be rolled. For example in character creation you need to roll three six-sided dice, which would be shown as 3d6.

A notation after the type of dice would represent either an addition to, or a subtraction from the number generated by the dice. So, 2d6-2 would mean you roll two six-sided dice and take 2 from the result. 1d4+1 would mean that you roll a four-sided dice and add 1 to the result.



CHARACTERS

Creating your character

Each player in GFYG! needs to create a character to use during the game. The GM doesn't need just one, he needs several or more, but we'll come on to that later in these rules. To start with, you need to think about the type of character you want to play. You may want to base your character on a favorite character from a movie, TV series or book, you may already have a picture in your head of the type of person you want to play, or you may simply like the look of one of the classes from the character classes section.

Once you have your idea, you need to roll dice to generate your six attributes. These attributes are important in defining your character, his strengths, weaknesses and outlook.

Once you have generated scores, you assign the numbers to the attributes. Naturally, it makes sense to place the scores in a manner that reflects your character concept and character class.

Attributes

Attributes represent a character's physical and mental traits. All characters in GFYG! have six attributes: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis) and Charisma (Cha). Each attribute has a numeric score ranging from 3 to 18. Each attribute also has a corresponding modifier: a bonus or penalty added to or subtracted from certain die rolls during the game. The times these details are used are set out throughout the rules.



There are three types of attributes: primary, secondary and tertiary. Of the six attributes, the first primary attribute is determined by the player's choice of character class; the player selects his second primary attribute and then chooses two as secondary and two as tertiary.

The distinction is important when determining the outcome of many actions in GFYG! When a character uses class ability, such as a drifter attempting to move silently or a scout tracking an outlaw through a dark forest, an attribute check is rolled to determine if the action is successful. Many class abilities have an attribute check associated with it. If the class abil-

GO FER YER GUN!

ity's associated attribute is one of the character's primary attributes, the character has a greater chance of successfully completing the task. The same principle holds true for the other aspects of the game for which an attribute check is required.

Attribute checks are explained in greater detail later. For now, just remember that the selection of primary, secondary and tertiary attributes significantly affects the possibility of success for many actions in the game. Those attribute checks associated with a primary attribute are more likely to succeed than those actions performed with a secondary attribute and even more so than those performed with a tertiary attribute.

The six attributes

Strength (Str)

Strength measures your character's muscle and physical power. Strength also limits the amount of equipment your character can carry, your character's ability to make powerful attacks or lift and move heavy objects. The modifier affects melee combat and damage and all checks for which strength is the primary influence. Characters can military press 10x their strength and dead lift 15x their strength.

You apply your character's strength modifier to:

- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon. (*Exceptions:* Off-hand attacks receive only one-half the character's strength bonus, while two-handed attacks receive one and a half times the strength bonus.
- Strength checks (for breaking down doors and the like).

Dexterity (Dex)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. It is useful for getting out of the way of attacks, for hitting

things with gunfire and for many other abilities where speed and nimbleness are most important.

You apply your character's dexterity modifier to:

- Ranged attack rolls; including those for attacks made with bows, firearms, throwing axes, and other ranged weapons.
- Defence Class (DC), provided that the character can react to the attack.
- Saving throws, for avoiding rock falls, explosions and other attacks that you can escape by moving quickly.

Constitution (Con)

Constitution represents your character's health and stamina, the character's ability to withstand pain, suffer physical damage, avoid fatigue and fight off sickness or poison.

You apply your character's constitution modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1 - that is, a character always gains at least 1 hit point each time he or she advances in level).
- Saving throws, for resisting poison and similar threats.

If a character's constitution score changes enough to alter his or her constitution modifier, the character's hit points also increase or decrease accordingly.

Intelligence (Int)

Intelligence determines how well your character learns and reasons. It represents mental aptitude, the character's ability to learn quickly, apply that learning effectively and the capacity of a character for deductive reasoning.

You apply your character's Intelligence modifier to:

CHARACTERS

- The number of languages your character knows at the start of the game.
- Intelligence determines whether a character is able to read and write at the start of the game.

An animal has an Intelligence score of 1 or 2. A creature of humanlike intelligence has a score of at least 3.

Wisdom (Wis)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, wisdom represents being in tune with and aware of one's surroundings.

You apply your character's wisdom modifier to:

- Saving throws where willpower is important
- Checks made to spot or hear things

Charisma (Cha)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting.

You apply your character's charisma modifier to:

- Checks that represent attempts to influence others.

Generating attribute scores

Attribute scores are generated by rolling 3d6. The player adds the totals on all three dice together to create a total score of between 3 and 18. The process is repeated six times. Once the six scores are generated, you assign one score to each attribute. The scores may be assigned in any order or to whichever attribute you like until all six attributes have a score. In GFYG! attribute

scores don't change very often. At 4th level and every four levels thereafter, one of the character's attribute scores increases by 1. The player chooses which attribute goes up.

Sometimes an attribute might fall, as a result of disease or injury. If an attribute changes to a point where the modifier also changes, the modifier changes straight away. Attributes in GFYG! rarely exceed 18 and only do so where a character is of a high level.

Primary, secondary and tertiary attributes

There are three types of attributes in GFYG! primary, secondary and tertiary. Primary attributes are those physical or mental abilities a character is particularly well trained, disciplined or experienced in using. Secondary attributes are those where the character is less experienced or disciplined and tertiary ones are those that a character is average at using. After generating attribute scores, you need to decide which of your attributes will be primary, which will be secondary and which are tertiary.

Characters have two attributes of each type, primary secondary and tertiary. Each class provides one of your characters primary attributes that cannot be changed, so a drifter player character always has wisdom as one of his primes, for example. The drifter would then have one more prime, selected by the player. Then the player chooses two attributes to be secondary and the remaining two are tertiary attributes.

Attribute checks

The distinction between attributes is important. Almost all non-combat related actions in GFYG! that have a chance of failure and for which the GM deems a roll

GO FER YER GUN!

is necessary to resolve, require an attribute check to determine the outcome.

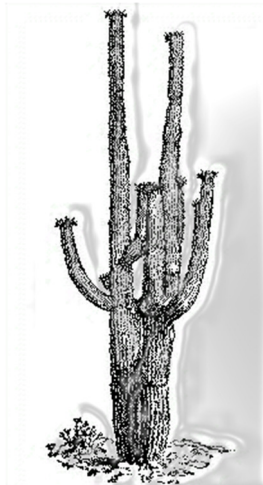
Every check has an associated attribute. Whenever one of these checks is made, the player rolls a d20. The attribute (and level) modifier is added to the result. If the final result is equal to or greater than a number generated by the GM, called the challenge class, then the attribute check is successful.

The challenge class is determined by two factors. The first is the challenge base. This depends on whether the attribute being checked is primary, secondary or tertiary. If the attribute is primary, the challenge base is 12. If the attribute is secondary, the challenge base is 15. If the attribute is tertiary, the challenge base is 18.

The GM then adds any modifiers to the challenge base that are appropriate. These modifiers usually range between 0 and 10, but can go higher. The sum total is the challenge class and the player needs to roll higher than that to succeed his action.

For example, a scout is tracking an outlaw through a mountain pass. The player rolls a d20 (getting 15), adds the scout's level (2) and the attribute modifier (1) for a total of 18. The challenge base is 15 as wisdom is

the scout's secondary attribute and there are no other modifiers, in this instance, so the scout is keeping well on the outlaw's tail.



Attribute modifiers table

ATTRIBUTE	MODIFIER
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5



CLASSES

Class overview

Each of the character classes represents a broad archetype of typical ‘cowboy’ types found in the Wild West, whether these are real-life cowboys and gunslingers or those found in fiction. Whilst each class is bound by certain limitations and abilities, the classes should not be viewed as restrictive. Every mountain man isn’t necessarily going to be an uncouth ‘barbarian’ (though many are). You might find one that was a well-to-do farmer, or a family man, driven by debt or circumstance to a life of a loner. Some gunslingers will be ex-soldiers, ranchers or even fast-handed dandies from back east. Your choice of character helps get an immediate handle on the characters abilities, but it is up to you as a player to breathe some life and personality into the numbers and statistics.

There are 10 character classes in GFYG! as well as one exotic optional class - the Wandering Monk. The GM will let you know whether the style of game he is aiming for allows you to select the Wandering Monk class or not. In fact you should consult with the GM throughout character generation, because there are several different ways to play a game of GFYG! and your choice of character may not mesh with the style of game that the GM has in mind. Alternatively, the GM may change his style of game to suit the characters, if enough of the players want to play characters of a particular type.

You could play GFYG! in a tough, gritty, no-nonsense style, with hard-bitten drifters and tough gun-totin’ hombres or you might be playing it more for laughs, with mavericks, con-men, gamblers and preachers being run out of town for underhand play. Characters could be lawmen, outlaws or just wranglers and cowpokes trying to make an honest living by beating the rustlers and getting their cattle safely to the market.

Class description terminology

Prime attribute

Each character class has one primary attribute that is most closely associated with that class. This is the primary attribute. It cannot be changed.

Hit Die (HD)

This is the type of die rolled to determine the characters hit points. To the number generated by the die, you add a modifier based on the character’s constitution. At 4th level, you stop adding hit die you simply add the number in the column.

Weapons

These are the weapons that can be used without penalty by characters of that class. If a character uses a weapon that is not on the list, he uses it with a –4 penalty to all “to hit” rolls.

Abilities

This is a list of abilities possessed by members of the character class. Some abilities are not gained until a certain level is

GO FER YER GUN!

achieved, some are automatic and some require an attribute check. The description in the text tells you all about this.

Level

Characters advance in levels as they complete their adventures and gain experience. As they gain levels, their chance 'to hit, hit points and defence bonus improve. They may also gain new abilities or extra uses of an ability they already have.

The experience required by each class to gain levels differs. Each class rises in level according to column A, B or C. The class description tells you which table to use.

Class experience point tables

LEVEL	A	B	C
1	0	0	0
2	900	1000	1100
3	2700	3000	3300
4	5400	6000	6600
5	9000	10000	11000
6	13500	15000	16500
7	18900	21000	23100
8	25200	28000	30800
9	32400	36000	39600
10	40500	45000	49500
11	49500	55000	60500
12	59400	66000	72600
13	70200	78000	85800
14	81900	91000	100100
15	94500	105000	115500
16	108000	120000	132000
17	122400	136000	149600
18	137700	153000	168300
19	153900	171000	188100
20	171000	190000	209000

Bonus to Hit (BtH)

This is the modifier that is added to a 'hit roll' when making a melee, ranged or fire-arm attack.

Bonus to Defence (BtD)

This is the bonus to the character's Defence Class, making it harder for opponents to hit the character in combat.

Experience point table

This is the experience table that members of that class use to determine how many experience points (XP) they need to go up to the next level.



Brave

Braves are Indian tribal warriors, the elite of their kind. They are fearless, strong and quick, deadly and ruthless. This ruthlessness is born of a desire to fight the injustices brought about by the 'white-man' - settlers, buffalo hunters, rail barons, cavalrymen, and so on who take their land, wipe out their herds and harass them without apparent reason. They fight with fury as much as brawn.

Braves of the plains are skilled horsemen and are experts at harassing wagon trains and cavalry columns with their bows and spears, whilst uttering their war cries to demoralize their enemy before charging in for the kill. They use their simple weapons with practised and devastating ease. Some Indian braves strive to take back the land stolen from them while others choose to take employment with the 'white-man'. Regardless of the road they take, they are formidable warriors.

Abilities

Born-to-the-saddle: In addition to their starting money, braves begin play with a fully outfitted riding horse, with blankets, saddlebags, bit, bridle and harness. The mounts are faster than most moving at 70'. The mounts are used to being used at the fringes of combat, so there are no penalties to the brave for firing bows or hurling weapons from them, although there would be in close combat.

Horsemanship (Dexterity): Braves are trained in mounted combat and are familiar with all types of horse. Without the need for an attribute check a Brave can saddle (if the brave uses a saddle, most go bareback), mount, ride, dismount, perform simple leaps (no more than 3' in height) and move around small obstacles like troughs, barrels and crates), fight from a mount during combat (melee and ranged) without penalty,

control the horse in combat, guide it with his knees and stay on its back when it rears or bolts. With a successful check, a brave can perform the following actions while mounted: cover, deflect, fall softly and leap.

Deflect: This maneuver gives the brave a +4 to his defence bonus and +2 to the horse.

Cover: A brave can drop and hang alongside a mount, using it as cover. This adds +6 to the brave's defence bonus. The brave cannot attack nor be holding anything while doing this.

Fall softly: A brave can attempt to take no damage when falling from a horse. Anyone normally falling from a horse suffers d6 points of damage.

Leap: The brave can make the mount leap an obstacle of up to 2/3rds the height of the horse.

Weapon Specialization: At 1st level the brave can choose one weapon (not a firearm) with which to specialize. For braves between 1st and 6th level, this confers a +1 bonus to hit and a +1 bonus to damage with that weapon. At 7th level and above the bonus to hit and damage rises to +2.

Fearlessness: All braves add +2 to saving throws against fear, intimidation or things intended to weaken their morale.

War Cry: Once per day, at 4th level (and once extra per four levels) the brave can yell a frightening cry as a prelude to battle. This will strike fear into those adversaries who hear the cry, up to a 20' radius around the brave. All opponents in the area must save vs. fear (18 + level of brave) to fight as normal. If they fail to save, they attack at -2 for the entirety of the battle due to loss of morale.

Extra attack: At 10th level the brave gains one additional attack each combat round with any weapon, except firearms. Extra attack can be used with melee, thrown or ranged weapons.

Brave stats:

Prime Attribute: Strength

Hit Die: D10

Armor: Any

Weapons: Tomahawk, hatchet, club, war-club, wood axe, dagger, spear, long spear, short bow.

Abilities: Born-to-the-saddle, horsemanship, weapon specialization, fearlessness, war cry, extra attack.

Experience point table: C

Brave level progression table

LEVEL	HD	BTH	BTD
1	D10	+1	+2
2	D10	+2	+3
3	D10	+3	+3
4	D10	+4	+3
5	+3	+5	+4
6	+3	+6	+4
7	+3	+7	+4
8	+3	+8	+5
9	+3	+9	+5
10	+3	+10	+5
11	+3	+11	+6
12	+3	+12	+6
13	+3	+13	+6
14	+3	+14	+7
15	+3	+15	+7
16	+3	+16	+7
17	+3	+17	+8
18	+3	+18	+8
19	+3	+19	+8
20	+3	+20	+9

Doctor

The doctor is a surgeon, physician and dispenser of medicines and remedies. Medicine was becoming a more scientific technique in the Wild West, especially after the experiences of the Civil War. However, the bloody training grounds of the war led to many doctors turning to drink and this is a constant battle for many doctors, who use alcohol in many of their surgical procedures.

Abilities

Literate (Int): Doctors are educated men and need to be able to read & write. Any character of this class is automatically considered literate in any language he or she can speak. An attribute check would normally be required to read works of a very complicated nature, badly written work or old and faded documents.

Drugs & medicines (Int): Provided a doctor has access to the raw materials and equipment necessary to mix the substance, he can create a number of different types of salve, potion and remedy for various ailments and injuries. Doctors need ceramic containers and phials by the hundreds in which to store simple ingredients and compounds for sale. The ingredients that he used would include plant, animal, chemical and mineral materials. He would break them up and mix them with a mortar and pestle. The medicines and their uses are as follows

- **Herbals** The doctor knows how to make poultices and herbal remedies for any number of minor illnesses of the day that people may contract. Any character given one of the herbals receives a +2 bonus to his save against a disease or illness that he has contracted. This bonus increases to +3 if the doctor is 4th level, +4 at 8th level and +5 at 12th level.

CLASSES

- **Sleeping Draught:** A doctor can make a potion that, when drunk, will knock a person out for up to 12 hours (the doctor can determine the efficacy of the draught, up to his own level). If given to a person against his wishes, the recipient gets a constitution save to avoid the full effects of the draught, which has a modifier equal to the level of the doctor. Even if the recipient does save, he will still feel drowsy and less effective (-1 on attribute checks, attack rolls and defence).
- **Poisons:** A doctor can identify poisons on a successful attribute check and can make both poisons and antitoxins. The poison's strength is equal to the level of the doctor, plus his Int modifier. This is the challenge modifier to the recipient's constitution save to avoid the full effects of the poison. For an antitoxin to be effective, the physician needs to make a successful attribute check, once he has identified the poison that he is trying to negate.
- **Pain relief potion:** At 2nd level, the doctor can make potions that dull the pain from painful wounds. These potions, when drunk



negate the effects of negative modifiers on attribute checks and attack rolls from painful wounds.

Care & attention: If the doctor spends at least an hour a day with a recovering patient (changing the bandages, checking for infection and cleaning the wound, making the patient comfortable and getting him to take food and water), he can add a hit point to the hit points that the patient will recover naturally from bed rest. For example, in the first 7 days a patient will recover 1 hit point per full day of bed rest. A doctor will improve this recovery rate to 2 points per day, as long as he spends an hour a day with the patient. At 4th level, this increases to 2 hit points, at 8th level 3 hit points and at 12th level the recovery rate is increased by 4 hit points.

Heal (Int): The doctor can repair minor injuries 'in the field' and prevent further blood loss. This ability restores d3 hit points with a successful check and even if the check doesn't succeed restores 1 hit point and staunches a wound where the injured character has fallen to zero hit points or below.

Minor surgery (Int): This ability, gained at 8th level, enables the doctor to perform minor surgery and repair small wounds. Large gashes can be sewn shut, broken bones can be set and sprains treated. This sort of work takes some time to perform (including preparation, sterilizing tools and equip-

ment, cleaning up the wound and so on) and the ability can be used only once per day. At 10th level, the doctor is sufficiently skilled and speedy to perform 2 such procedures each day. A successful check results in 2d6 points of damage being restored to the patient after completion. If the check is not successful, only 1d6 hit points are recovered.

Doctor stats

Prime Attribute: Intelligence

Hit Die: D6

Starting money:

Weapons: stingy pistol, pocket pistol, dagger

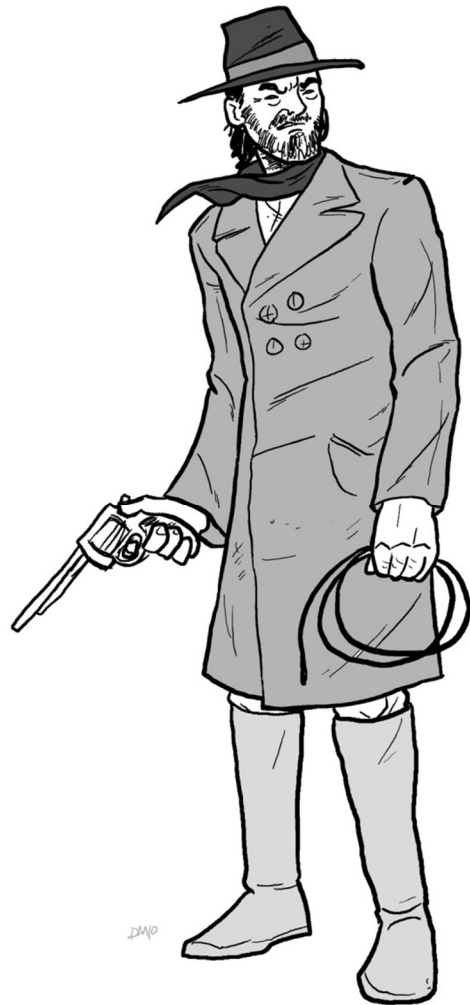
Abilities: Literate, medicines & potions, care & attention, heal, minor surgery

Experience point table: A

Doctor level progression table

LEVEL	HD	BTH	BTD
1	D6	0	+2
2	D6	+1	+3
3	D6	+1	+3
4	D6	+2	+3
5	+1	+2	+4
6	+1	+3	+4
7	+1	+3	+4
8	+1	+4	+4
9	+1	+4	+5
10	+1	+5	+5
11	+1	+5	+5
12	+1	+6	+6
13	+1	+6	+6
14	+1	+7	+6
15	+1	+7	+6
16	+1	+8	+7
17	+1	+8	+7
18	+1	+9	+7
19	+1	+9	+8
20	+1	+10	+8

Drifter



The drifter is a wanderer. He moves from town to town never settling in one place for too long. Drifters often turn to a life on the road because of a shady past or because somewhere along the line their old life went sour on them. They don't often talk about it though. Sometimes a drifter will do a bit of work here and there and other times he gets by with more diverse or less savory activities. He is equally at home both in the wilderness and in towns, but never stops for

CLASSES

too long in any location and as such tends to be a bit of a loner, although he will occasionally hook up with other types if the mood strikes or through necessity. Unlike the maverick who relies on a bit of charm and personability to get by, the drifter tends to keep himself much more to himself, relying more on the knack to put his hand to almost anything to get by and as such he is very much an all-rounder.

Abilities

Survival (Wisdom): In the wilderness, drifters can provide food, water and shelter for themselves and their horse. They are not too adept at providing for other people, so will need to make an attribute check to find enough to feed more travellers (assuming they want to). To gather enough food and water for himself takes only an hour or two. For 2-8 people, he needs to hunt and forage for up to 8 hours or so. Drifters are not very good at dealing with larger groups and are unlikely to even try.

In towns, drifters can likewise get food and drinks for themselves (but not others), by foraging, cadging or even 'borrowing' (drifters don't steal!), with a successful attribute check. They can also find a decent place to shelter without needing to pay for it, such as in a shed or hayloft, under a wagon or even in an empty hotel room.

In addition, a drifter can automatically determine where true north lies in relation to himself. He has a general feel for the outdoors and can basically cope in the wilds or on the street where others might struggle.

Move Silently (Dexterity): Drifters can move so quietly that others cannot detect the movement. Drifters are adept at performing this ability both indoors and out of doors without penalty. The drifter can move up to one-half normal speed at no penalty. At more than half-speed there is a -5 penalty. It is practically impossible (-20) to move silently whilst running or charging.

6th Sense (Wisdom): The drifter is good at moving on, just at the right time. He is good

at avoiding the worst trails or avoiding mountain passes that spell danger. He even tends to move at the right moment, just when the rattler is about to strike or the bullet about to hit. He also seems to know where to find the next job or looks under the right floorboard to find a dropped coin. Once per day per 3 levels, the drifter can rely on his 6th sense to get a feel for an action he is about to perform. If he succeeds, the GM can give a general hint as to whether it will be good or bad for him to take that action.

In addition, the GM can roll whenever there is danger ahead that the player or character wouldn't otherwise be aware of and with a successful roll the GM can tell the player that "something up ahead doesn't feel right" or some other vague hint that there is danger nearby.

Hawk Eyes: The drifter has very keen eyesight and often sees things far before anyone else. Whenever required to make an attribute check to spot or notice something, the drifter adds +4 to his roll. He never misses a detail and can even see through a disguise (he can't tell who it is, but simply that there is something wrong with the person), with a successful attribute check.

Prairie Tales (Wisdom): Drifters know a lot of the folklore of the West, because they are constantly on the move, picking up a little information here and a bit of gossip there. With a successful attribute check, a drifter gains or remembers some relevant information about local notable people or peoples, a legendary item, a famous outlaw or a noteworthy place. Gaining the information may entail going out into town a listening around to local chatter, in saloons the barber shop or wherever.

Drifter stats:

Prime Attribute: Wisdom

Hit Die: D8

Weapons: Stingy pistol, pocket pistol, medium pistol, heavy pistol, shotgun, carbine,

GO FER YER GUN!

rifle, bowie knife, hatchet, dagger and improvised weapons.

Abilities: Survival, stealth, 6th sense, hawk eyes, prairie tales.

Experience point table: B

Drifter level progression table

LEVEL	HD	BTH	BTD
1	D8	0	+2
2	D8	+1	+3
3	D8	+2	+3
4	D8	+3	+3
5	+2	+3	+4
6	+2	+4	+4
7	+2	+5	+5
8	+2	+6	+5
9	+2	+6	+5
10	+2	+7	+6
11	+2	+8	+6
12	+2	+9	+7
13	+2	+9	+7
14	+2	+10	+7
15	+2	+11	+8
16	+2	+12	+8
17	+2	+12	+9
18	+2	+13	+9
19	+2	+14	+9
20	+2	+15	+10

Gunslinger



The gunslinger or gunfighter is one of the most feared individuals in the Wild West. The gunslinger may be a feared killer, a famous lawman, a wet-behind the ears young hotshot out to make a name or even a revered outlaw. He is a hero with an uncertain past, a gun-for-hire.

The gunslinger is the master of the gun, a specialist in the shoot-out and the best person to have at your side if it comes to a bit of gunplay. Gunslingers come from all

CLASSES

walks of life – a bandit on the run, an ex-soldier, a cowpoke with a particular knack for shooting, even a dandy from the east with a steady hand and a steel nerve.

Abilities

Weapon specialization: At 1st level the gunslinger can choose one type of pistol with which to specialize. For gunslingers between 1st and 6th level, this confers a +1 bonus to hit and a +1 bonus to damage with that weapon. At 7th to 12th level, this is +2 to hit and damage rises to +2. From 13th level, the bonus is +3 to hit and damage.

Steel Eyes (Charisma): With a successful Charisma check, the gunslinger can intimidate his opponents by his unblinking stare. It works at up to 30' on a single opponent. It can be used once per day per three levels. The gunslinger intimidates his opponent for a number of combat rounds equal to his level. Any person affected is subject to an attack penalty (and a fast draw penalty, see below) of -1 per three levels of the gunslinger. If gunslingers use the ability against each other and both succeed, they cancel each other out.

Quick Hands: If using his specialist weapon, the gunslinger automatically adds +1 per three levels to any initiative rolls made.

Fast Draw (Dexterity): With a successful dexterity check, the gunslinger automatically gets surprise over his opponents when using this ability. This is even when opponents are aware of the gunslinger's presence. If gunslingers use this against each other and both succeed, they cancel each other out and neither has surprise. Gunslingers cannot use fast draw if they themselves are surprised.

Combat dominance: At 4th level and using his pistol of choice (see specialization) the gunslinger gains an extra attack when fighting opponents with 1 hit die. In order to use this ability the gunslinger must direct all attacks in a combat round at opponents that meet those criteria. The gunslinger can split his attacks between opponents as de-

sired. The ability improves as the gunslinger progresses in levels. The gunslinger gains an additional attack for every 4 levels gained. This ability does not combine with the extra attack ability detailed below.

Extra Attack: At 10th level the gunslinger gains one additional attack each combat round with any type of pistol. At 15th level he gets another and at 20th level he gets 4 attacks per combat round.

Gunslinger stats:

Prime Attribute: Dexterity

Hit Die: d8

Weapons: Pocket pistol, medium pistol, heavy pistol, shotgun, rifle, carbine, bowie knife, and dagger.

Abilities: Weapon specialization, quick hands, fast draw, steel eyes, combat dominance, extra attack

Experience point table: C

Gunslinger level progression table

LEVEL	HD	BTH	BTD
1	D8	+1	+2
2	D8	+2	+3
3	D8	+3	+3
4	D8	+4	+3
5	+2	+5	+4
6	+2	+6	+4
7	+2	+7	+4
8	+2	+8	+4
9	+2	+9	+5
10	+2	+10	+5
11	+2	+11	+5
12	+2	+12	+6
13	+2	+13	+6
14	+2	+14	+6
15	+2	+15	+6
16	+2	+16	+7
17	+2	+17	+7
18	+2	+18	+7
19	+2	+19	+8
20	+2	+20	+8

Maverick

Mavericks rely on their cunning, wits and sometimes on pure luck as they make their way across the frontier.

Whilst most prefer to survive by using their heads, they won't hesitate to draw their gun if the need arises. Gamblers, hucksters and confidence men all...but do not discount their skill with a firearm. Mavericks tend to live on the edge, making that last bet without the money to cover a lost hand, hawking miracle ointment to gullible crowds or boldly picking pockets in broad daylight.

Whatever the exploit, mavericks like the fast-paced life of excitement and gain. Typically wandering from place to place with no set course they are always looking out for a quick buck. They may double-cross comrades and make new allies without hesitation if it is in their own interests.

Abilities

Card Sharp (Intelligence):

The maverick is a card player and gambler. This ability enables him to get by at games of skill and chance, like cards, dice and so on. A successful check means he won the hand. Penalties will apply based on the level or hit die of his opponents, especially if they are also mavericks. He can improve his chances by cheating (see pick pockets).

Lucky Draw: The maverick gets by through luck just as often as his wits and gift of the gab. This ability allows the maverick

to roll any failed check again. He can use it once per day at 1st level. At 6th level he can use it twice and at 12th level he can use this ability up to three times a day.

Open Lock (Dexterity): A maverick can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates that the lock has been opened. This ability requires a hatpin, or some other similar item. With a specialist set of tools, the maverick can add +2 to his attribute check.

Pick Pocket (Dexterity): This ability allows the character to deftly manipulate small objects and palm little items like coins, money purses, jewellery, bullets, playing cards and so on, even when being closely watched. It can be used to play the pea-under-the-beaker game, to pick a person's pockets or cheat at cards, by hiding a card up the sleeve and so on. A successful attribute check is needed. The level or hit die of the victim affects the chances of success, as does using it against another maverick. If being closely watched a penalty might be appropriate.

Silvertongue (Charisma):

The skill of the maverick to strike up friendships with almost anyone, even if they do not speak the same language – tribal chiefs, bandit leaders, lowly farmers or a town marshal. They are all susceptible to the maverick's easy attitude. With a successful roll and about d3x10 minutes to



CLASSES

work his charm, the maverick makes the ‘victim’ into a friend or ally straight away. The subject will try to help the maverick if it within his power, he may even give the maverick money or some other tangible wealth. He might happily sign a document, let him in on a secret or some other thing of similar nature – basically the sort of thing a close friend would do for another. If asked to fight for him, the subject gets another saving throw with a +5 bonus, unless it is likely that he is already an enemy of the person or person’s that the maverick wants him to fight. The ability works against one person at 1st level and one extra person for each additional 4 levels.

Disguise (Charisma): The maverick is an expert at impersonating other individuals or characteristics of general types of people. This effort usually requires a few props, a little make up and 1d3x10 minutes of preparation for a general impersonation, if the maverick is to pass inspection from reasonably close. From a distance, a maverick can simply alter his gait, his general stance and pull down his hat to appear pretty much someone else, to all intents and purposes. Where specific individuals are being impersonated, at least 1 month’s preparation time must occur to avoid being detected. A disguise can include an apparent change of height and weight of no more than one-tenth of the original build and size of the maverick. The following penalties are applied to a disguise check, where appropriate: sex difference –2, race difference –2, age difference (per ten years) –2. The GM makes the check secretly, so the maverick is uncertain of his success.

Showmanship (Charisma): The maverick has a certain flare for dealing with crowds. At 3rd level, he can effectively fascinate a single creature with his speech and general performance so much so that that person will ignore everything else going on around him. The person must be able to see and hear the maverick. He can maintain the fascination for a number of rounds equal to his

level, provided he continues speaking. As the maverick rises in level, the power of his showmanship increases. He can affect additional people, equal in number to two less than his own level. The affected people must be of a lower level or hit die than the maverick. At the end of the show, the subjects automatically desire to buy whatever the maverick is selling (assuming he is selling something too).

Maverick stats:

Prime Attribute: Charisma

Hit Die: D6

Weapons: Stingy pistol, pocket pistol, medium pistol, carbine, rifle, dagger, improvised weapons

Abilities: Card sharp, lucky draw, open lock, pick pocket, silvertongue, disguise, showmanship.

Experience point table: B

Maverick level progression table

LEVEL	HD	BTH	BTD
1	D6	0	+2
2	D6	+1	+3
3	D6	+1	+3
4	D6	+2	+3
5	+1	+3	+4
6	+1	+3	+4
7	+1	+4	+5
8	+1	+5	+5
9	+1	+5	+5
10	+1	+6	+6
11	+1	+7	+6
12	+1	+7	+7
13	+1	+8	+7
14	+1	+9	+7
15	+1	+9	+8
16	+1	+10	+8
17	+1	+11	+9
18	+1	+11	+9
19	+1	+12	+9
20	+1	+13	+10

Mountain Man

Grubby and unkempt, the mountain man strikes out into the lonely and dangerous wilds searching for the next great mineral strike or fur trapping opportunity. Mountain men can be trappers, prospectors or fur traders. They can lead military patrols through the wilderness or pioneers and settlers through the trails and mountain passes. They are usually rough and unsocial, often spending their lives in solitary endeavours. Rarely honing their social skills, they usually only spend enough time in town to sell their goods and restock their supplies. They are tough and hardy and the time they spend in the mountains toughens their bodies and hones their senses. What they learn, they learn through trial and error.

Abilities

Conceal (Dexterity): Mountain men can conceal themselves well in wilderness areas. With a successful dexterity check, scouts can camouflage themselves so well as to be unnoticeable by most passers-by. Mountain men cannot move and hide at the same time. Mountain men cannot conceal themselves if being observed, even casually, before the conceal check is attempted. If the observer is momentarily distracted, the character can use this ability. The check would be at -10 though.

Favoured Prey: A mountain man often makes a name for himself hunting a certain

type of animal. He may select a species (buffalo, bear, coyote) as a favoured prey. He will receive +1 to all checks, attacks and

damage against or involving this prey. He can also sense the presence of his favoured prey within 1 mile of his present location by making a successful wisdom check.

Tough Hombre: The mountain man adds +2 to any rolls to resist any weather or wilderness related effects, including the poisonous bite of a rattler etc. At every 4 levels, this bonus goes up by 2.

Ram Charge: Mountain men are rough tough brawlers in melee. They can channel all their energy into a charging attack. Whenever a mountain man successfully attacks an opponent while charging, he doubles his normal strength bonus (if he has one) or adds +1 to the damage, if he doesn't. This is on top of the +2 damage bonus from a normal charge. The ram charge also has the effect of the 'overbearing' attack and knocks the opponent

over if they fail a strength check to stay standing, resulting in an additional d2 points of subdual damage.

Scale (Strength): The mountain man can climb up, down or across any natural slope or incline that others would find it difficult to climb. When doing so, the mountain man moves at one-half his normal speed. A failed check means he makes no real progress. A check that fails by 5 or more means the character slips and falls. When climb-



CLASSES

ing or clambering up typical natural slopes and inclines, such as steep but rocky hillsides, a mountain man need not make an attribute check to scale the surface.

Survival (Wisdom): In the wilderness, mountain men can provide food, water and shelter for themselves and other people travelling with them. They can find enough food for 2-8 people for 1-2 days in 5-8 hours or so by a bit of foraging, trapping and hunting. For more people he must spend an additional 5-8 hours foraging. At the end of this time, the mountain man must make an attribute check to continue to find and supply food and water for others. The mountain man can only gather food for a maximum of 12 hours in a day. In addition, a mountain man can automatically determine where true north lies in relation to himself.

Traps: A mountain man is able to detect and build simple traps in the wilderness. When passing within 25' of a trap, a mountain man is entitled to an attribute check to spot it. When actively searching for traps, he receives a +2 bonus to the check. He can set simple traps in the wilderness, including snares, pits, log-falls and similar devices. On a successful attribute check, he successfully builds and conceals the trap. Snares can capture and hold creatures up to medium height and pit traps can deliver d4 points of damage (halved if the creature makes a successful dexterity saving throw). They can be made to do extra damage if lined with wooden spikes. Mountain men can easily disable traps they find (no check needed).

Bear hug: At 6th level, the mountain man can grapple opponents in melee and get them into a vice-like grip. He needs to make a successful attack roll, using the grappling rules in the combat section. Once in the grip, he can deliver d4 points of crushing damage each combat round without the need to make another successful attack roll. His opponent can try to break the mountain

man's grasp otherwise he continues to receive damage.

'Man Mountain': At 8th level, mountain men gain the ability to shrug off some amount of injury from each blow or attack. Each time a mountain man is struck by a weapon or takes other physical damage the damage from that attack is reduced by 1 hit point. At 12th level, this damage reduction rises to 2 points, at 16th level it rises to 3 points and at 20th level it is 4 points.

Mountain Man stats:

Prime Attribute: Constitution

Hit Die: D12

Weapons: Medium pistol, heavy pistol, shotgun, rifle, carbine, buffalo rifle, bowie knife, hatchet, wood axe and dagger.

Abilities: Conceal, favored prey, tough hombre, ram charge, scale, survival, traps, bear hug, 'man-mountain'.

Experience point table: B

Mountain Man level progression table

LEVEL	HD	BTH	BTD
1	D12	0	+1
2	D12	+1	+2
3	D12	+1	+2
4	D12	+2	+2
5	+4	+3	+2
6	+4	+3	+3
7	+4	+4	+3
8	+4	+5	+3
9	+4	+5	+4
10	+4	+6	+4
11	+4	+7	+4
12	+4	+7	+4
13	+4	+8	+5
14	+4	+9	+5
15	+4	+9	+5
16	+4	+10	+6
17	+4	+11	+6
18	+4	+11	+6
19	+4	+12	+6
20	+4	+13	+7

Muckraker

A muckraker is a freelance journalist and dime-novel writer. He writes specifically about the legendary figures of the Wild West (often building them up to be far more heroic than they actually are) and sells his stories to the newspapers back east, where the people guzzle them up hungrily. Muckrakers will often latch onto an interesting character or characters – whether it be an outlaw a town marshal, gunslinger or a card sharp and travel around with him, her (or them) watching them and writing about them (embellishing it more than a little) turning their actions into heroic acts for their readership. Muckrakers are usually smartly dressed in the best finery from back



east, likeable (since they need to get along with their hero) and a bit green in the ways of the West. They have their uses though.

Abilities

Prairie Tales (Wisdom): Muckrakers know a lot of the folklore of the West, because they are constantly reading about it or learning about it, picking up a little information here and a bit of gossip there. With a successful attribute check, a muckraker gains or remembers some relevant information about local notable people or peoples, a legendary item, a famous outlaw or a noteworthy place. Gaining the information may entail going out into town a listening around to local chatter, asking a few questions and oiling a few tongues, in saloons the barber shop or wherever. Where a drifter acquires his knowledge by listening, the muckraker actively goes out and talks to people.

Silvertongue (Charisma): The skill of the muckraker to strike up friendships with almost anyone, even if they do not speak the same language – tribal chiefs, bandit leaders, lowly farmers or a town marshal. They are all susceptible to the muckraker's easy attitude. With a successful roll and about d3x10 minutes to work his charm, the muckraker makes the 'victim' into a friend or ally straight away. The subject will try to help the muckraker if it within his power. He is likely to tell him a secret bit of information for his story, he might happily sign a document, let him in on a secret or some other thing of similar nature – basically the sort of thing a close friend would do for another. If asked to fight for him, the subject gets another saving throw with a +5 bonus, unless it is likely that he is already an enemy of the person or person's that the muckraker wants him to fight. The ability works against one person at 1st level and one extra person for each additional 4 levels.

Case study (Wisdom): Using this ability, the muckraker is able to find information

CLASSES

about a specific person, by detailed observation, and deductive reasoning. A muckraker must spend 1d3x10 minutes observing his victim before a check is allowed. A successful check results in knowledge of the approximate level of the person, distinguishing habits and mannerisms, approximate wealth and other details that the GM might see fit to provide.

Writing (Intelligence): As long as the muckraker has a pencil and paper, he can jot notes about his adventures and, as soon as he has access to his typewriter he can type the tale up and despatch it to New York or Boston or wherever his editor is.

Article: The muckraker can write one article per week. If published (a successful attribute check), this improves the reputation of up to one individual per two levels of the muckraker. This adds a +1 bonus to every check made by that character for the whole of the week. Alternatively, the muckraker can damage an individual's reputation, giving them a -1 modifier on all checks for the week.

Front page: Sometimes an article will make the front page. At 6th level, the muckraker can write one front-page scoop per month of an exclusive and probably litigious nature. If published, (with a successful attribute check) he can potentially bring down a wealthy individual, damage or disrupt a thriving business or something else of a similar nature. It doesn't necessarily need to be true, just convincing. There is a -4 penalty to the attribute check if the story doesn't contain at least an element of truth.

Dime Novel: At 12th level, the muckraker can write a dime novel every month. The dime novel creates a legend out of a character, detailing his exploits as if he is the fastest gun alive, the toughest hombre in the West or some other similar nonsense. The thing is that the readership loves it and believes every word. Even the character begins to believe what is written about him. If published, (with a successful attribute

check), it causes fear and uncertainty in his foes. Enemies to the subject's endeavour suffer a -4 penalty to all charisma checks. In addition, the affected foes must save vs. fear at the -4 penalty or turn and run or otherwise try to flee the fight. This can affect everyone the character meets for one whole week after the article has been published, once they know who the character is. The character himself gets a +2 bonus to all of his endeavours for the week. It affects a number of enemies equal to the level of the muckraker who wrote the novel.

Muckraker stats:

Prime Attribute: Intelligence

Hit Die: D6

Weapons: Stingy pistol, pocket pistol, shotgun, dagger

Abilities: Prairie Tales, silvertongue, case study, writing

Experience point table:

Muckraker level progression table

LEVEL	HD	BTH	BTD
1	D6	0	+2
2	D6	+1	+3
3	D6	+1	+3
4	D6	+2	+3
5	+1	+2	+4
6	+1	+3	+4
7	+1	+3	+5
8	+1	+4	+5
9	+1	+4	+5
10	+1	+5	+6
11	+1	+5	+6
12	+1	+6	+7
13	+1	+6	+7
14	+1	+7	+7
15	+1	+7	+8
16	+1	+8	+8
17	+1	+8	+9
18	+1	+9	+9
19	+1	+9	+9
20	+1	+10	+10

Preacher



Preachers can be calm and gentle individuals, using their abilities for the good of the community or, as player characters, it is more likely that they will be fire-and-brimstone bible-bashers, intent on forcing their brand of religion down the throats of the townsfolk. They might travel from town to town bringing the word of the Lord to godless communities, or they might have their own church in a settlement, where they are known and trusted by their flock. Generally, preachers try to help those around them, seldom accepting payment for their deeds and only then reluctantly. Others are

louder and quick to pass judgement on anyone who transgresses in the eyes of the Lord. Some actually believe what they are saying and others are little different to snake-oil salesmen, con men and mavericks.

Abilities

Exalt (Charisma): This is the preacher's ability to inspire companions and listeners, allowing them to surpass their normal level of performance. This is done by reading or recounting a well-chosen passage from the good book, which relates to the task in hand. With a successful attribute check a preacher can help allies succeed in a task. The ally gets +2 on any action requiring an attribute check, including class ability checks, saving throws and standard attribute checks. This bonus also adds to defence class, but not attack rolls. The allies must be able to see and hear the preacher. The ability can be used once per day per level, and maintain the effect for a number of rounds equal to the level of the preacher. As the preacher rises in level, the bonus increases too; +3 at 6th level, +4 at 12th level and +5 at 18th level.

Guidance (Wisdom): The preacher can turn to his faith to seek guidance. By stopping for a moment and praying he can ask the GM the answer to one yes/no question relating to his current predicament or situation. A successful attribute check points him in the right direction. If he has his holy symbol on him he can add +2 to his check. If he is in church, he can add +4 to his check. This ability can be used once per day per level.

General Knowledge (Wisdom): Preachers tend to be well read and often know a lot about the sciences, maths, botany, biology, anatomy, and geography and so on. With a successful check, they know a fact or some information relating to a subject. This includes a general knowledge of first aid and with a successful roll a preacher can bandage a wound to prevent further loss of hit

CLASSES

points from bleeding and restore 1 hit point to a wounded character. They can choose a specialist subject at every 3 levels at which they receive a +2 bonus.

Sanctuary (Wisdom): In the old West, people were still pretty wary of harming priests in case it brought down god's wrath upon them. Whenever a preacher is about to be attacked, he can use this ability and with a successful attribute check, the would-be attacker has a change of heart and decides not to attack the preacher after all, maybe turning away or attacking somebody else. The ability can be used once per day per level.

Demoralize: At 5th level, the preacher can rant and rave at his enemies, reading or reciting suitable fire-and-brimstone passages from the bible. Any god-fearing enemy will be upset by this tirade and suffer a -4 to charisma checks. In addition, affected foes must save vs. fear at the -4 penalty or suffer a -1 to hit. The ability can be used once per day and lasts a number of rounds equal to the preacher's level. The number affected increases as the preacher gains levels. At 5th level, up to 12 people are affected. At 7th level, the number increases to 25, at 9th level this rises to 50 and at 12th level it increases to 100.

Congregation: At 7th level, the preacher can attract a flock of followers. By establishing a 'church' (this can start as a simple wooden cross and a bench on a patch of ground) the preacher can attract a congregation of 1d10 folk of 0-level every month. As more followers come to sermons, the preacher must provide appropriate space for them. However, each follower does give a silver dime to the collection plate every month, so with 5 folk in the monthly congregation, the preacher receives 5 silver dimes in the collection plate. For every 20 followers, one first level NPC character joins the throng. For every 50 in the congregation, one will be a 2nd level NPC. These followers will form a mob (or even 'lynch mob' in appropriate circumstances)

and follow the preacher on a 'crusade' if told to by the preacher, although they would probably stop short of fighting (-10 on a charisma check).

Exhort Greatness: At 9th level, the preacher can inspire greatness in one other person. For every 2 levels beyond 9th, the preacher can inspire greatness in one other person. The preacher speaks from his bible and the person must be able to hear the preacher and be within 30'. The creature gains temporary hit points and attack bonuses as long as the preacher continues to recite and the person can hear him. This lasts for 6 combat rounds +1 round per level beyond 9th. The person effectively gains 4 levels for the duration (including attack bonuses, defence bonuses, extra hit points but not any new abilities although existing ones are improved).



Scout

Preacher stats:

Prime Attribute: Wisdom or Charisma
(player's choice)

Hit Die: D8

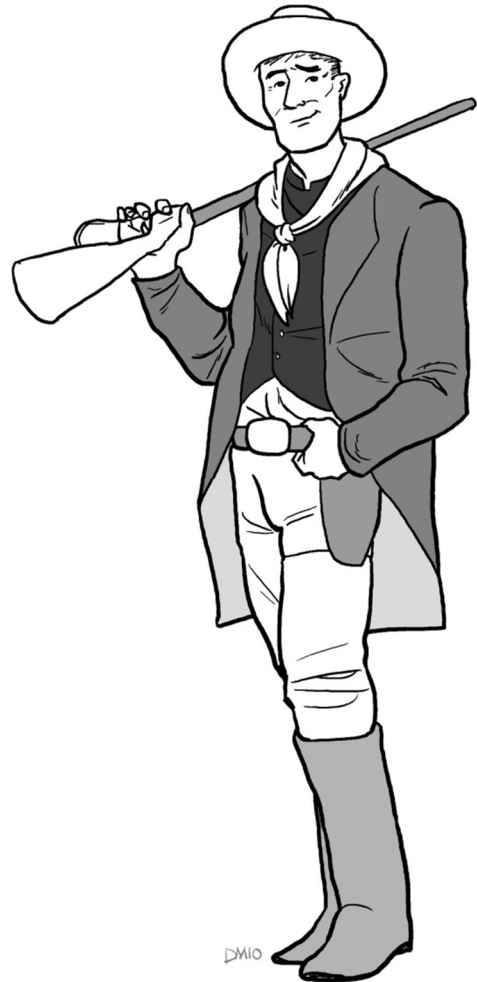
Weapons: Stingy pistol, pocket pistol, medium pistol, heavy pistol, staff, shotgun.

Abilities: Exalt, guidance, general knowledge, sanctuary, demoralize, congregation, exhort greatness.

Experience point table: A

Preacher level progression table

LEVEL	HD	BTH	BTD
1	D8	0	+2
2	D8	+1	+3
3	D8	+1	+3
4	D8	+2	+3
5	+2	+2	+4
6	+2	+3	+4
7	+2	+3	+4
8	+2	+4	+4
9	+2	+4	+5
10	+2	+5	+5
11	+2	+5	+5
12	+2	+6	+6
13	+2	+6	+6
14	+2	+7	+6
15	+2	+7	+6
16	+2	+8	+7
17	+2	+8	+7
18	+2	+9	+7
19	+2	+9	+8
20	+2	+10	+8



Whether leading the way for pioneers travelling West, leading a cavalry patrol, stalking buffalo or leading braves on a raid on a white-man settlement, scout are highly regarded for their skills and talents. A scout is more comfortable out of doors, often operating on his own behalf or sometimes seeking paid employment. They are adventurous and are often loners, daring to tread where nobody else will go blazing the way into uncharted territory. They tend to rely

CLASSES

on their speed and skill to avoid a fight wherever possible, unless they can get a drop on their enemy.

Abilities

Conceal (Dexterity): Scouts can conceal themselves well in wilderness areas. With a successful dexterity check, scouts can camouflage themselves so well as to be unnoticeable by most passers-by. Scouts cannot move and hide at the same time.

Scouts cannot conceal themselves if being observed, even casually, before the conceal check is attempted. If the observer is momentarily distracted, the character can use this ability. The check would be at -10 though.

Listen (Wisdom): A scout is able to listen for noises and sounds that others might not detect. Generally, a successful check indicates that the scout has heard some sort of noise.

By stopping and putting his ear to the earth, a scout can hear movement in the far-off distance. By making a successful attribute check, the scout can hear foot movement up to half a mile away, mounted movement a mile away and coaches/wagons two miles away. He can also tell the approximate number and type. He can even put his ear to a rail track and listen for trains on the line, up to 3 miles away.

Move Silently (Dexterity): The scout can move so quietly that others cannot detect the movement. The scout can perform this ability outdoors at no penalty, but indoors at -5. The scout can move up to one-half normal speed at no penalty. At more than half-speed there is a -5 penalty. It is practically impossible (-20) to move silently whilst running or charging.

Track (Wisdom): The scout can successfully track any creature that leaves a discernable trace and determine characteristics about that creature as well. With a successful wisdom check a scout can find and follow a creature's tracks or trail for 5 hours. The scout can also hide tracks at the

same level of ability. The CK may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and so on.

Back attack: A scout can use stealth to sneak up on someone and catch him or her unaware. If a scout is able to attack an unaware opponent from the rear, he gains a bonus to hit and damage with melee weapons, such as bowie knives, tomahawks and clubs. He must make a successful move silently check to sneak up, or be successfully concealed behind his foe. He then gets a +4 bonus to hit. A successful hit means he causes double damage. At 5th level damage is trebled from a back attack and at 9th level the damage is quadrupled.

Fleet footed: Scouts can move quickly when necessary. By 3rd level, they can move 40' in a combat round. By 6th level they can move 50' and by 12th level they can move 60'.

Hawk Eyes: The scout has very keen eyesight and often sees things far before anyone else. Whenever required to make an attribute check to spot or notice something, the scout adds +4 to his roll. He never misses a detail and can even see through a disguise (he can't tell who it is, but simply that there is something wrong with the person), with a successful attribute check.

Woodland stride: At 3rd level, scouts gain the ability to move through natural thorns, briars, overgrown areas and similar terrain at normal speed without suffering damage or other impairment. When doing so, they leave no easily followed trail and can only be tracked by characters with tracking ability of at least 2 levels higher.

Scout stats:

Prime Attribute: Dexterity

Hit Die: D8

Weapons: Medium pistol, heavy pistol, shotgun, carbine, rifle, buffalo rifle, bowie knife, hatchet and dagger

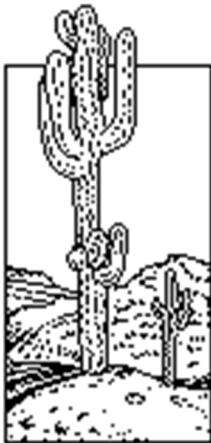
GO FER YER GUN!

Abilities: Conceal, move silently, track, back attack, ear to the ground, fleet footed, woodland stride, hawk eyes.

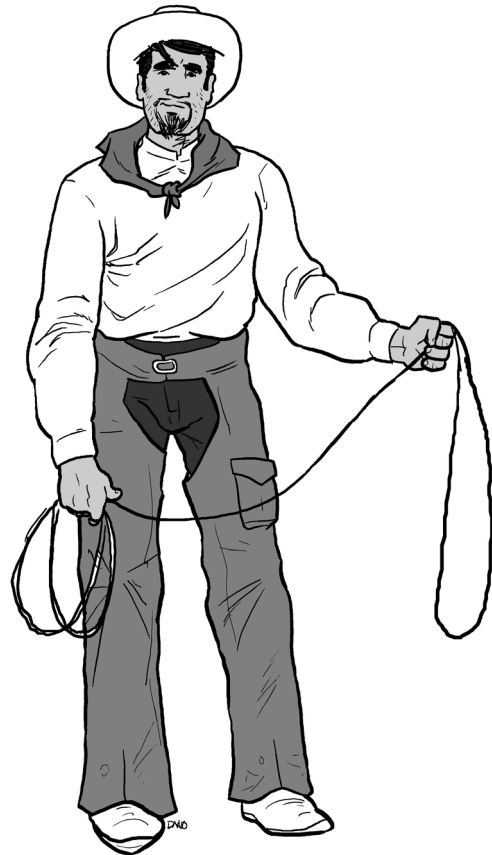
Experience point table: B

Scout level progression table

LEVEL	HD	BTH	BTD
1	D8	0	+2
2	D8	+1	+3
3	D8	+2	+3
4	D8	+3	+3
5	+2	+3	+4
6	+2	+4	+4
7	+2	+5	+5
8	+2	+6	+5
9	+2	+6	+5
10	+2	+7	+6
11	+2	+8	+6
12	+2	+9	+7
13	+2	+9	+7
14	+2	+10	+7
15	+2	+11	+8
16	+2	+12	+8
17	+2	+12	+9
18	+2	+13	+9
19	+2	+14	+9
20	+2	+15	+10



Wrangler



Wranglers are hard-nosed hombres at home in the saddle. They are often found leading the great cattle drives of the West, serving as ranch hands and cowpokes or in any other occupation that requires skill with a horse. Weeks on end in the saddle can make many wranglers gruff and terse at times but most tend to have a more sociable side as well. This is reflected in the fact that once they get into town they tend to let their hair down and enjoy themselves – sometimes a bit too much for the liking of the locals. A wrangler's horse is very important to his ability to gain employment – if he can't ride with the herd he is of little use to the rancher. Because of this, many wranglers bond

CLASSES

with their horse more than they can relate to their travelling companions. In their eyes a strong horse is worth two or three times as many companions.

Abilities

Cowboys' Horse: In addition to their starting money, wranglers begin play with a fully outfitted riding horse, with saddle, saddle blankets, saddlebags, bit, bridle and harness. The mounts are hardier than most having 2d8+6 hit points. The mounts are used to thundering alongside other horses and used to a certain degree of roughness, gunshots and the use of the lariat from their backs although they are not specifically combat trained and penalties for close fighting from their backs may be appropriate.

Horsemanship (Dexterity): Wranglers are skilled horsemen and are familiar with all types of horse. Without the need for an attribute check a Wrangler can saddle, mount, ride, dismount, perform simple leaps (no more than 3' in height) and move around small obstacles like troughs, barrels and crates, fight from a mount during combat (melee and ranged) without penalty, control the horse in combat, guide it with his knees and stay on its back when it rears or bolts. When viewing a horse or a selection of mounts, wranglers can determine the strengths and weaknesses of each horse and can generally pick out the strongest, fastest or all-round best horse. With a successful check, a wrangler can perform the following actions while mounted: cover, deflect, fall softly and leap.

Deflect: This man oeuvre gives the wrangler a +4 to his defence bonus and +2 to the horse.

Cover: A wrangler can drop and hang alongside a mount, using it as cover. This adds +6 to the wrangler's defence bonus. The wrangler cannot attack nor be holding anything while doing this.

Fall softly: A wrangler can attempt to take no damage when falling from a horse. Any-

one normally falling from a horse suffers d6 points of damage.

Leap: The wrangler can make the mount leap an obstacle of up to 2/3rds the height of the horse.

Lariat: The wrangler is the only character able to use the lasso effectively. With a successful attack roll, the wrangler has caught the target in the loop of the rope, trapping his hands by his side if it is a man. The wrangler can aim for a specific location like a gun hand, or neck but at -4 to his attack roll. The wrangler can then pull his target along, or drag him down or bind him. Opposed strength rolls would be needed to pull out of the hands of the wrangler or to yank him over. The wrangler gets his level bonus of course. Alternatively, a dexterity check would be needed to slip out of the bindings, with a modifier based on the wrangler's level.

Aimed Shot: The wrangler needs to keep his eye out for rattlers that might bite and poison his cattle; hence, the wrangler is good at shooting rattlers and therefore other small targets. If the wrangler aims at his target for two combat rounds and doesn't move or do anything else in that time and then shoots at and successfully hits his target, he can double the damage caused. This is before modifiers are added. He must take the shot at the end of the two rounds or lose concentration and would have to start again after at least a round of rest. At 6th level, he needs aim only for one combat round and at 12th level the damage is tripled.

Rowdy (Constitution): Wranglers cannot resist a bit of drinking, gambling and generally enjoying themselves when they hit town after a long cattle drive. This is a double-edged sword, because sometimes when they should be doing something else, the pull of the saloon is far too much for them. Have them make a Wisdom check when they go within sight of a saloon with a penalty of -1 for every day they have been without a drink. The good news is that they have a +2 tolerance to alcohol (rising to +4

at 6th level and +6 at 12th level). They are also excellent saloon brawlers, gaining +1 to attack rolls during tavern brawls, where only fists, knives and improvised weapons are being used.

Wrangler stats:

Prime Attribute: Constitution

Hit Die: d12

Weapons: Medium pistol, heavy pistol, rifle, carbine, shotgun, bowie knife, dagger, hatchet, lariat, and improvised weapons.

Abilities: Cowboy's horse, horsemanship, lariat, aimed shot, rowdy.

Experience point table: B

Wrangler level progression table

LEVEL	HD	BTH	BTD
1	D12	0	+2
2	D12	+1	+3
3	D12	+2	+3
4	D12	+3	+3
5	+4	+4	+4
6	+4	+5	+4
7	+4	+6	+4
8	+4	+7	+4
9	+4	+8	+5
10	+4	+9	+5
11	+4	+10	+5
12	+4	+11	+6
13	+4	+12	+6
14	+4	+13	+6
15	+4	+14	+6
16	+4	+15	+7
17	+4	+16	+7
18	+4	+17	+7
19	+4	+18	+8
20	+4	+19	+8

Wandering Monk

(Optional Class)

At the GM's discretion, he can allow a player to use the monk character. It would be general advice to allow a maximum of only one player to play this class, (although it might be a fun diversion to have a whole group of monks sent by their temple to the West for some reason). There are fictional examples (in TV and in the movies) where this class could be appropriate in certain types of games. Typically, the monk is an oriental martial-artist, devoted to the perfection of the body and mastery of the mind over body. He is an expert in unarmed combat, be it wrestling, boxing, kung fu or any other martial art. Some monks' dedication to the martial arts stems from a strong spirituality and they often live by stringent personal or organizational codes of conduct. Others show only disdain for religion but look to personal perfection to bring their lives meaning. The monk class is a catchall for any mysterious 'oriental' type of character, so he could be a noble samurai warrior or a devious ninja assassin.

Unless your character is a samurai (in which case, with the GM's agreement you might want to swap a couple of Monk abilities with some from the Brave's list, like weapon specialization, for example), the monk generally prefers only to engage only in unarmed combat. However, they are trained in many innocuous looking simple weapons and can put almost anything to use as a weapon. They will tend to carry no obvious weapons or maybe just a walking staff or something, but can use any melee weapon available.

Generally, the monk character will be on some form of personal quest that results in him having to travel to the 'Wild West' for some reason. Perhaps he is looking for somebody, like a murderer or kidnapper. Maybe he is looking for a stolen item – his samurai sword, or a relic from his temple.

CLASSES

The player and GM should come up with something appropriate between them.

Abilities

Stunning attack: A monk can use this ability once per round and no more than once per level per day. The monk must declare that he is using it before making his attack roll (a missed attack uses the attempt and counts towards the number of uses per day). A foe successfully struck by the monk's attack must make a constitution saving throw. Those struck by a stunning attack take normal unarmed attack damage but a failed saving throw results in the target being stunned and unable to take any further actions for 1d4 rounds.

Unarmed attack: A monk specialises in unarmed combat, hand-to-hand fighting techniques. As a monk gains levels, the number of attacks he can make and the damage his blows do with his fists increases. At 1st to 5th level a monk can attack once per round. At 6th level to 12th level, he gets an extra unarmed attack. At 13th level and above he gains a third unarmed attack. His unarmed attacks cause 1d6 damage at 1st level to 4th level. At 5th level to 8th level, his unarmed attacks do 1d8 damage. At 9th level to 12th level, they cause 1d10 damage and at 13th level and higher his unarmed attacks do 1d12 points



of damage. Secondary attacks (when a monk gets them) do 1d6 damage.

Move Silently (Dexterity): The monk can move so quietly that others cannot detect the movement. The monk can perform this ability equally well outdoors as well as indoors at no penalty. The monk can move up to one-half normal speed at no penalty. At more than half-speed there is a -5 penalty. It is practically impossible (-20) to move silently whilst running or charging.

Listen (Wisdom): A monk is able to listen for noises and sounds that others might not detect. Generally, a successful check indicates that the monk has heard some sort of noise.

Fleet footed: Monks can move quickly when necessary. By 3rd level, they can move 40' in a

combat round. By 6th level they can move 50' and by 12th level they can move 60'.

Slow fall: At 4th level, a falling monk takes damage as if a fall were 20 feet shorter than it actually is as long as he or she is within 10 feet of a vertical surface that can be used to slow the descent.

Still Body: At 6th level a monk has mastery over vital bodily functions and can slow them until he or she appears to be dead. The monk can also hold his breath for 1 minute per level plus his constitution modifier.

Fast Healing: The monk's body naturally heals more quickly than normal. Each day, a monk heals 1d4+1 hit points per level as

long as rest, sleep or meditation is possible. The monk must be in a serene environment, under no physical duress or mental stress, must be able to sleep undisturbed for 12 hours and meditate for 6 hours, with food & water.

Blind Fighting: At 12th level the monk can fight in total darkness, blindfolded or otherwise without use of his eyes and without any penalty.

Wandering Monk stats:

Prime Attribute: Constitution

Hit Die: d12

Weapons: Improvised weapons, staff, sabre, spear, long spear, hatchet, tomahawk, bow, club, war club, dagger, bowie knife

Abilities: Stunning attack, unarmed attack, fleet footed, move silently, slow fall, purity of body, still body, fast healing, blind fighting.

Experience point table: C

Wandering Monk level progression table

LEVEL	HD	BTH	BTD
1	D12	0	+3
2	D12	+1	+3
3	D12	+2	+4
4	D12	+3	+5
5	+4	+4	+5
6	+4	+5	+6
7	+4	+6	+7
8	+4	+7	+7
9	+4	+8	+8
10	+4	+9	+9
11	+4	+10	+9
12	+4	+11	+10
13	+4	+12	+11
14	+4	+13	+11
15	+4	+14	+12
16	+4	+15	+13
17	+4	+16	+13
18	+4	+17	+14
19	+4	+18	+15
20	+4	+19	+15

Multi-classing

Sometimes a player has an idea for a character for which two classes seem more appropriate than just the one. A brave who is also a scout or a gun-slinging drifter are just a couple of the possibilities. In this instance, the option is for a GM to allow his player to have a multi-class character.

Multi-class

A multi-class character is one that starts off at 1st level with two classes. When a player wishes to have a true multi-class character, the following rules apply:

- No more than two classes may be taken.
- To advance a level the character must earn enough experience points to advance in both classes at the same time. For example, a 1st level brave/scout would require 2100 experience points to advance to a 2nd level brave/scout.
- The character must take the prime from both of his classes. For example a brave/scout must have both strength and dexterity as prime attributes. Characters may still choose their secondary attributes as they wish.
- The character uses the best bonus to hit and bonus to defence charts available to him. A 1st level brave/scout would use the brave's +1 bonus to hit and the scout's bonus to defence of +2 (there is no difference at earlier levels, but the scout's BtH is better at higher levels).
- The character averages his hit points by rolling for both classes, adding the results together and dividing the total by two (rounding fractions up). Any constitution

CLASSES

modifier the character may have is applied to the final total, with a minimum of 1. For example a brave/scout rolls 1d10 and gets a result of 8 for his brave class. The player also rolls 1d8 for his scout class and gets a 5. The total is 13. Divide this by 2 (rounded up) to get 7. If the character has a constitution of 12 (+1 modifier) the final total would become 8 additional hit points. At first level, the split class character automatically gets maximum hit points, so he gets $10+8+18/2 = 9$ hit points (plus con modifier) as a brave/scout.

- The character may use any weapons available to both of his classes.
- The character gains all other benefits and penalties of both classes such as a brave's extra attack and the scout's tracking.



Dual-class

A dual-class character is one that starts off life in one character class and then, later on switches his class to another one.

- No more than two classes may be taken.
- The character must advance to at least 2nd level in his first class before switching to his second class.
- The character's second class must be one for which he already has a prime attribute.
- If all of the above criteria are met then the character may abandon his first class and begin to gain experience points in his second class. He may not, however, return to his original class at a later date since such class changes usually stem from life altering events.
- The character uses the best bonus to hit chart available to him. A 2nd level gunslinger who begins to advance as a preacher would continue to use the gunslinger's +2 bonus to hit until he became a 6th level preacher, at which point he would begin to use the preacher's +3 bonus to hit.
- The character may use any weapons available to both of his classes.
- The character retains all the benefits of his original class that he had at the point where he switched classes. So a 2nd level gunslinger who switched to being a preacher would retain weapon specialization, steel eyes, quick hands and fast draw, but would not gain combat dominance or extra attack. From then on he gains preacher abilities as he rises in level as a preacher.
- The character adds his hit dice from both classes together but may still never have more than four to-

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tal hit dice. A 2nd level gunslinger/6th level preacher, for example, would have 2d8 hit dice from his gunslinger class as well as the 2d8 from his preacher class. Once the character reaches a total of four levels (2nd level gunslinger/2nd level preacher) he would begin to gain hit points according to his current class upon attaining the next level of experience i.e. +2 hit points per level.

Completing your character

The appearance and demeanour of your character is entirely up to you and how you picture him or her. Describing your character as simply a drifter, doesn't really paint a picture of him. Saying that he is a long-haired hombre with several days' stubble on his weather-beaten face gives a better picture. Adding to this description his usual style of clothing embellishes the picture further. "He wears a battered hat, pulled down over his eyes and a long duster that's seen better days. His boots could do with re-heeling and that saddle he is carrying means he could probably do with a new horse". Now you can almost see him walking into town after days out on the trail.

The look of the character creates the initial impression. However, that isn't all there is to completing the picture. You need to think about what he is actually like – is he as mean and tough as he looks? Does he have any strange habits or foibles? Does he like

to drink, or visit the bawdyhouse; is he interested in money, fame or something else entirely? Once you start to add a few of these details, then you begin to get a feel for whom he and what he is about. Don't bust a gut over it though. You don't need pages and pages of background details, just one or two things that help to give the GM and other players an idea of what your character is like. Once you start playing, you can add further details actually in character and during the game itself, as your character develops.

Often it is worth developing one thing that your character wants to do, especially if you talk this through with the other players (or the GM, if it is supposed to be a secret).

This could be something as simple as a character wants to get even with someone who has wronged him in the past, or it could be that he himself is being hunted by someone for some reason? It might be that the character is aiming to carve out a reputation for himself, seeking wealth by lawful or unlawful means or any one of a number of other goals. These aims will give your GM some ideas for scenarios and adventures in which you have a vested interest and will therefore make the game even more exciting.

Name

Your character's name is an important consideration in role-playing games and in GFYG! this is no different. Characters often had colourful names in the Wild West, like Bat Masterson, Doc Holliday and so on. Or they were known by nicknames, like The Sundance Kid or Black Bart. These names are unusual, but not wacky and, unless you



CLASSES

are playing for laughs, then you need to choose a name that conjures up the right image of your character and that is suitable for the style of game that you are playing. Naming your character Fred Smith isn't out of place but doesn't really conjure up an image and doesn't actually show much thought either. 'Red' Smith on the other hand is an altogether different thing. You immediately wonder what the 'Red' stands for. It adds some mystery to the character and makes you want to know more.



Equipping your character

Once you have finished all of the details of your character, it is time to equip him or her. Some choices of weapon are largely dictated by the character class that you have chosen. However, your choices need to reflect the character. You might think that a specific gun does more damage than another one, therefore it is better and therefore you want it. However, sometimes just deciding that, for whatever reason, your character prefers one type over another adds to the character and is a character-driven decision, rather than one dictated by what is best in the rules. He might, perhaps be biased towards one type of pistol, because that is the one he was given by his ole' dad before he died or he might prefer it just because he read somewhere that it is the fanciest or best made or for some other reason. Think about some of the reasons that you buy one make of car over another, even if one costs more or is faster or has better mileage and so on. These are all decisions

that your character would make when buying his own gear.

Starting cash

Every character begins the game with a few dollars with which to buy some stuff that their character has at the start of the game.

Character starting cash table

CLASS	\$	CLASS	\$
Brave	1D6x5	Muckraker	3D6x10
Doctor	3D6x10	Preacher	2D6x10
Drifter	2D4x10	Scout	3D4x10
Gunslinger	4D6x10	Wrangler	4D6x10
Maverick	5D6x10	Monk	1D4x2
Mountain Man	3D4x10		

Currency

Most people out West preferred metal coins to paper money. Bartering for goods and services hadn't died out completely and was more common amongst settlers and homesteaders way out West. There were plenty of different coins in use, but I am just using those coins used most commonly for the purposes of this game. Gold and silver in their pure forms were also highly valued in the West.

Coin conversion table

COIN TYPE	NO. PER \$
Gold Eagle	1/10
Gold Half Eagle	1/5
Silver Dollar	1
Silver half dollar	2
Silver Quarter	4
Silver Dime	10
Copper 2 Cents	50
Copper Cent	100

EQUIPMENT

Weapons

Rather than include stats for every type of firearm in the Wild West, GFYG! just includes a few 'generic' firearms. If you want more flavour in your games, give your gun-fighter a 'Peacemaker' and use the stats for heavy pistol, or a 'Winchester' and use the rifle stats. The weapon descriptions give the names of a few of the firearms that would be included within the type of firearm, if you want to be able to say "I pull my .38 and plug the guy" or similar.



Armor & shields

Armor and shield are not really features of the West and therefore not generally allowed or available. However, some Indian nations wear armor and others use shields, which is why they are included. Some scouts and mountain men would wear buckskins, which absorb a little damage from

knife cuts and so forth. Most armors are completely useless against bullets.

For shields, simply add +1 to the BtD of the user against melee, ranged and improvised weapons. It will have a weight of 4 and an enc of 4.

Wearing buckskins reduces the damage received from melee, ranged and improvised weapons by 1.



EQUIPMENT

FIREARMS	COST	DAMAGE	SHOTS	RANGE	WEIGHT	ENC
Stingy pistol	\$2	D8	1 or 2	15'	1	1
Pocket pistol	\$3	D10	5	20'	3	2
Medium pistol	\$8	D12	6	25'	3	2
Heavy pistol	\$10	2D6	6	30'	4	2
Shotgun	\$12	5d4/2d4/1d4	1 or 2	30'	8	4
Shotgun, sawed off	\$12	5d4/3d4/2d4	1 or 2	15'	6	3
Carbine	\$15	2D6	8	100'	6	4
Rifle	\$20	2D8	8-15	150'	7	4
Buffalo Rifle	\$25	3D6	1	150'	12	5
Gatling Gun	\$1500	10D6/6d6/3d6	800	125'	100	20

MELEE	COST	DAMAGE	SHOTS	RANGE	WEIGHT	ENC
Bowie knife	\$4	D6	-	10'	2	1
Cavalry sabre	\$8	D8	-		4	3
Club	\$1	D6	-		3	2
Dagger	\$1	D4	-	10'	1	1
Hatchet	\$2	D6	-	10'	4	2
Long spear	\$4	D8	-		7	4
Spear	\$2	D6	-	20'	3	2
Staff	\$2	D6	-		3	2
Tomahawk	\$3	D6	-	15'	3	2
War club	\$2	2D4	-		6	3
Wood axe	\$5	D10	-		8	3

RANGED	COST	DAMAGE	SHOTS	RANGE	WEIGHT	ENC
Lariat	\$4	**	-	30'	3	3
Dynamite (stick)	\$3	5D6/3D6		15'	1	1
Short bow	\$2	D6	-	60'	2	3
Whip	\$2	D2	-	15'	2	2

IMPROVISED	COST	DAMAGE	SHOTS	RANGE	WEIGHT	ENC
Bottle	-	D3	-	10'	1	1
Bucket	-	D4	-	5'	5	3
Chair	-	D6	-	5'	15	6
Chair leg	-	D4	-	-	2	2
Pistol butt	-	D4	-	-	-	-
Rifle butt	-	D6	-	-	-	-
Rock	-	D3	-	20'	3	2
Shovel	\$1	D6	-	-	6	4

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Explanation of the headings

Cost: This is the cost of an average example of this type of weapon. A character can purchase a second hand version at half-price, but they are more likely to jam or break. In some parts of the West, the prices can be up to twice or even three times the list price.

Damage: This is the amount of damage (by die type) caused to a character after being hit by the weapon, or a missile fired by the weapon. The shotgun and Gatling gun show three different damage ratings. This represents the effect of range on the damage, as the bullets spread from the gun barrel. The dynamite stick shows two damage ratings. The first is within 20' of the point of the explosion and the second is between 20' and 40' of the point of the blast.

Shots: This is the number of rounds commonly held in the chamber of the firearm. Once all bullets have been fired, the weapon must be reloaded.

Range: Ranged weapons have a maximum effective distance equal to three times the range listed. The listed range increment is considered close for the weapon. Up to twice the listed range is medium and up to three times is long. Close range is at no penalty; medium is at -2 and long is at -6.

Weight: The weight in pounds.

Enc: The encumbrance value of the item.

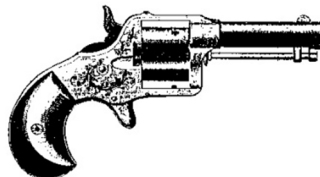
BtD: Bonus to defence - this is added to the character's defence rating whilst using a shield

Firearms

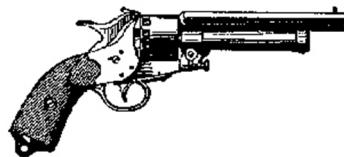
Stingy pistol: This weapon is a very small, easily concealed handgun. It is short and stubby and has either one or two barrels. The best-known example is the Derringer.



Pocket pistol: This firearm is a small calibre handgun, with a fairly short barrel length, making it easy to conceal, or for ladies to stow in a handbag. An example is the Colt Pocket.



Medium pistol: This is the standard firearm of the West, with a calibre of about .32 or .38, like an Army Colt.



Heavy pistol: A heavier calibre gun or a gun with a longer barrel, like some of the heavier Navy Colts of .44 and .45 calibre and the Colt Peacemaker or Colt Dragon.



Shotgun: There were dozens of designs of shotgun in the West. They had either one or two barrels and fired a shell containing a whole bunch of bullets that spread from the gun barrel after being shot. There are three damage ranges - close where it is most effective, medium where the shot is spreading and then at long range where damage is much less effective. The shotgun can fire slugs too - just a big hunk of lead that will do 2D8 damage at any of the ranges. They could also be sawed-off, making them

EQUIPMENT

shorter and easier to handle, but reducing range.



Carbine: A short rifle, used by cavalry a lot because it is easier to use from horseback.

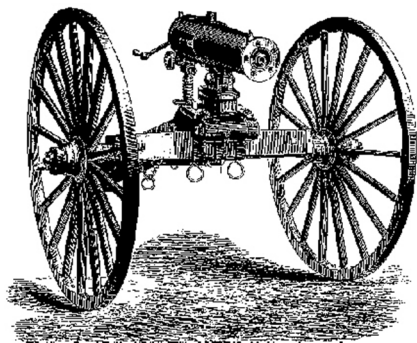


Rifle: This represents the typical lever-action rifle of the old West, like the Winchester, Henry and Spencer rifles.



Buffalo Rifle: A single-barrel, high calibre rifle that is designed to kill extremely large prey. Examples would be Sharps Big .50 and Springfield Trapdoor .70.

Gatling gun: This is the first mass-firepower machine gun produced. It is a big heavy thing on wheels, with a handle to crank to fire the bullets. The damage is based on a cone area effect and anyone in the cone must make a reflex save (dexterity) to get out of the way. If they fail, they take full listed damage. If they save, roll half the dice listed for damage.



Melee weapons

Bowie knife: A big, heavy knife, with the blade itself well over 6" in length and often having a hilt to protect the knuckles in a knife-fight.

Cavalry sabre: A steel, slightly curved sword, a one-edged weapon used by the cavalry, often from horseback.

Club: A stout length of solid wood.

Dagger: A small, easily concealed, bladed weapon.

Hatchet: A small axe often used for chopping logs.

Long spear: A cavalry lance (not used greatly by this time) or an Indian weapon, often used from horseback.

Spear: An Indian weapon, normally thrown.

Tomahawk: An Indian axe, often thrown.

War club: A stout stick, with a heavy, knobbed head, used to bludgeon your foe.

Wood axe: A large, single headed axe for felling trees, used in two hands.



Ranged weapons

Dynamite: The equipment chart shows the details for one stick of dynamite. For every other stick of dynamite in the bundle, add 2d6 to the first damage number and 1d6 to the second. Dynamite blows stuff up. Anyone caught within 20' of the point of explosion takes the first amount of damage and beyond that and up to 40' from the point of the blast takes the second amount. A dexterity attribute saving throw is needed to take only half the number of dice of damage.

Short bow: A simple bow about 2 to 3 feet in length that is used by Indians and can be fired from horseback.

Lariat: A lasso of hemp or rawhide rope with a



GO FER YER GUN!

slipknot tied at one end to make a loop. It requires two hands to use.

Whip: A long length of rawhide, which in the right hands can be exceptionally painful when struck.

Improvised weapons

These are simply items that might be lying around and get used, especially during saloon brawls. This is not an exhaustive list, so sometimes you will have to make a ruling 'on the fly'. Improvised weapons are used with a -4 proficiency penalty unless allowed by class, just as other weapon non-proficiency penalties work.

TRAPPINGS	COST	WEIGHT	ENC
Banjo	\$3.50	10	3
Bed roll	\$4	10	3
Bible	\$5	2	1
Binoculars	\$10	2	1
Canteen	50c	1	1
Cards	25c	-	-
Compass	\$2	-	-
Dynamite stick	\$3	1	1
Fiddle	\$5	4	2
Guitar	\$8	8	3
Harmonica	\$2	1	-
Lamp oil	\$1	1	1
Lamp	\$5	2	2
Lantern	\$4	2	2
Rope (50')	\$10	10	3
Shovel	\$1	6	4
Telescope	\$10	3	2
Tent, small	\$6	30	6
Tent, large	\$15	60	9
Watch, pocket	\$4	-	-

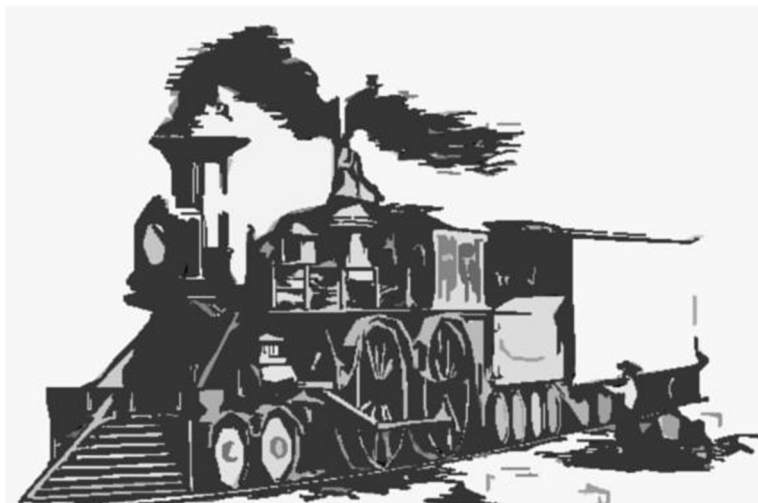
SERVICES	COST
Bath	50c
Bordello	\$3
Dance hall	50c
Hotel, poor (per night)	50c
Hotel, average (per night)	\$1
Hotel, fancy (per night)	\$3
Hotel, swanky (per night)	\$6
Room (per week)	\$1
Room & board (per week)	\$3
Shave & haircut	25c
Stabling	25c
Meal	25c
Meal, fancy	\$2
Stagecoach ride (per mile)	5c
Steamboat ride (per mile)	10c
Train ride (per mile)	5c
Whisky, bottle	\$3
Whisky, shot	10c



EQUIPMENT

CLOTHING			
TYPE	COST	WEIGHT	ENC
Boots	\$5	3	-
Boots, fancy	\$20	4	-
Light buck-skin shirt	\$2	1	-
Light buck-skin pants	\$2	2	-
Coat	\$8	3	1
Coat, fancy	\$15	4	1
Coat, duster	\$12	5	1
Dress	\$2	2	1
Dress, fancy	\$20	3	1
Gun holster	\$4	.5	-
Gun holster, fancy	\$12	.5	-
Hat	\$3	1	-
Hat, fancy	\$15	1	-
Kerchief	10c	-	-
Long johns	\$2	1	-
Shirt	\$1	0.5	-
Shirt, fancy	\$3	0.5	-
Skirt	\$3	0.5	-
Skirt, fancy	\$8	1	-
Suit	\$5	2	-
Suit, fancy	\$12	2	-
Vest	50c	0.5	-

HORSE & GEAR	COST
Buggy	\$40
Donkey/Burro	\$10
Horse, draft	\$40
Horse, riding	\$50
Horse, riding (good)	\$100
Mule	\$15
Pony	\$50
Saddle	\$25
Saddle fancy	\$60
Saddlebags	\$8
Stagecoach	\$500
Wagon	\$30
Wagon, large	\$40



THE GAME MARSHAL

Adventures & campaigns

The GM has a bit of a job on his hands. He must prepare the game session so that the characters have plenty to do. He might decide to start with a simple adventure in a small town, which could lead to other adventures. Or he could plan an entire campaign across the whole of the West, involving land barons, gold rushes, bank and train robberies, claim jumping, cattle rustling, bounty hunting, rail journeys, stage hold ups, trailing outlaws, shoot outs and saloon brawls. The good thing about role-playing in the Wild West is that there are plenty of real and fictional sources to fall back on to give ideas for adventures.

The GM shouldn't lose sight of what his players want to do though and should work together with them to design scenarios that

will interest them. It's no point spending hours working out a campaign based on a cattle drive, involving a run in with Indians, rustlers and dirty dealings with other cattle ranchers, if your players want to play outlaws carrying out daring bank robberies, train hold-ups and shoot-outs with the law.

Your players may not have a preference, but even then you need to explain the type of campaign you have in mind so that they can create characters that are suitable. In the above example, wranglers, drifters and even scouts would be ideal, but mavericks and preachers less so.

In addition, it is probably best to start small, with a couple of short scenarios that can be completed over one gaming session or two. In this way, the players can get to know the other characters, build up their knowledge of the game rules and get a feel for the mood, pace, setting and style of the game. The players can get used to the area in which their adventures initially take place



THE GAME MARSHAL

and they can perhaps meet a few of the important non-player characters and make a few enemies that will crop up later on in the campaign. They probably don't want to learn too much in one go and this approach helps break it to them slowly. The GM also has the chance then to tailor his original plans 'on the fly' in reaction to what the players want to do.

It's not much point busting a gut drawing or obtaining huge maps and filling out stacks of information on every town in the West and populating them with hundreds of NPC doctors, gamblers, cowpokes, lawmen, saloon gals and bad guys, if the characters barely travel a day's ride from the town they started in.

Non-player characters

Non-player characters (NPCs) are a highly important feature of GFYG! These are the characters that the players can interact with during the course of their adventures. Some will go on to become firm friends and may even occasionally help the characters out in some tricky situations. Others will drift in and out of game sessions and some may appear only once, perhaps because something bad happens, like they get killed.

Most often though, NPCs are the character's enemies. They are dangerous and often of a higher level than the player characters. Sometimes they will have followers of their own (generated as folk). A town marshal could be a gunslinger with a few deputies, an outlaw could be a drifter

with a gang of bandits, and a wrangler could be the leader of a gang of cattle rustlers and so on.

The GM should try to give his NPCs as much attention as the players give to their own characters. NPCs shouldn't be pushovers either. If you've gone to the trouble of creating them, you don't want them killed the minute they meet the player characters! Much better for them to get away and become a thorn in the side of the characters – someone who the characters can begin to hate or at least respect. These NPCs can also go up in level too. If one has been around as long as the characters and they have gone up levels, it is likely that their enemies will have had adventures of their own in the meantime. The characters could even hear about the NPCs exploits during their adventures, even if they don't meet up in that particular session. It all helps to create a believable and evolving, rather than static environment and gives the illusion that the world exists beyond the character's escapades.

There are some sample NPCs that the GM can use directly or as inspiration for ones of his or her own creation in the Critters, folk & NPCs section.



THE GAME RULES

Attribute Checks

There are many situations during the course of a game of GFYG! where the characters will want to do things and there is a chance that they will fail. The type of thing that we are talking about here are things like chasing an outlaw across the roof of a moving train, leaping across a wide chasm, sneaking up behind an enemy to clobber him on the back of his head, trying extract some information from a taciturn bandit and so on. In these situations, an attribute check is used to see whether the action succeeds or fails.

The attribute check is made by the player rolling a d20 and adding the attribute modifier of one of the character's six attributes. The attribute used is the one most appropriate to the action that is being attempted. Sometimes the character's level is added to the die roll too. If the total score exceeds the target number, the character succeeds.

Only those actions that have a significant chance of failure need to be resolved in this way. There are plenty of things that characters should do automatically, without needing to resort to an attribute check. Stopping to look up a rule or modifier and rolling dice can disrupt the narrative flow of the game and is really to be avoided wherever practical or possible. But sometimes, the dramatic tension can be heightened by judicious use of the attribute check and a dice roll is ideal in these situations.

The base target number

When it is clear that an attribute check is needed, the GM must identify the attribute to be checked. Sometimes the player might disagree and, if they can put a reasonable argument for why a different attribute should be checked, this is perfectly acceptable. In the case of class abilities, the attribute is listed in the class description. In the case of saving throws, these are usually self-evident and are set out in more detail later.

The target number is determined first of all by finding the base number. The base is always one of 12, 15 or 18. The actual number depends on whether the attribute being checked is the character's primary, secondary or tertiary attribute.

The challenge level

The next step is to determine the challenge level. If the action is being taken against an opponent, then the challenge level is simply the level of the opponent. So if a character is sneaking up on somebody, the challenge level would be the level of the person being snuck up on. In other situations where there is no opponent, the GM has to use a bit of judgment as to the relative difficulty of the task and apply his own challenge level. As a rule of thumb, challenge levels of 0 to 5 is suitable for easy tasks, 6 to 10 for moderate tasks, and very difficult tasks are rated 11 to 15. Truly awesome tasks bring about a challenge rating of over 15 but this should really be reserved for only very spectacular attempts. If in doubt, it is better to set the

challenge level lower rather than higher as it is better for the game to have player characters succeed rather than fail.

Saving throws

Saving throws are similar to attribute checks, only they occur as a result not of actions taken by the character but as a result of actions against the character or something acting against the character, often passively. So a saving throw is an attribute check for the character to avoid damage or some other harmful effect, caused by specific situations or effects.

A player making a saving throw for his character rolls a d20 and adds the appropriate attribute modifier, in the usual way. The GM selects the appropriate attribute using common sense. For example, to avoid a rock-fall or blast from a stick of dynamite, you need to have sharp reflexes and so dexterity would be used. To resist the worst effects of alcohol or poison, constitution should be checked. If the attribute being checked is a primary attribute the challenge base is 12. It is 15 and 18 for secondary and tertiary attributes respectively. To this challenge base the GM adds modifiers based on the situation, the level of the NPC causing the saving throw, the level of the trap or the strength level of the poison.

When a saving throw is failed, the character suffers some or all of the effects. Some effects are described in these rules, for example damage taken from an explosion is halved when the saving throw succeeds. The GM could say the same thing with a rock-fall, after first determining the level of the rock-fall in numbers of d6 or d10, for example.

Gunfighting & Combat

Much of the excitement in playing GFYG! occurs when some form of combat takes place. Whether this is a saloon brawl amongst a bunch of wranglers just come to town, a shoot-out in the street between the local lawman and a gun slinging outlaw or a wagon train of settlers protecting themselves against a gang of bloodthirsty bandits, combat is often the climax of very many role-playing sessions. Managing combat is often a challenging affair as the GM must not only know the rules but must also know how to apply the rules fluidly to maintain a sense of excitement through description and action.

The combat rules in GFYG! have been kept deliberately simple. Much room for interpretation has been left to the GM, as there cannot be rules for absolutely everything that might happen in a fight. The rules have been designed to organize the action of the combat to a certain degree but to allow the narrative flow of the combat from both players and GM to have an important role.

Basic outline of combat rounds

Combat is broken down into segments called combat rounds. Each combatant normally gets to act once per round. Each participant acts during a round in order established by the roll of a d20 (plus or minus modifiers). This is called initiative. The character with the highest initiative acts first, and then each character in turn performs an action until the last character has acted. Once all participants have acted, the round is over and a new round begins, with the character that had the highest initiative from the last round.

Combat round

One combat round is 10 seconds long. During this round, all the characters and non-

GO FER YER GUN!

player characters should get a chance to do something. Generally only one action is allowed, such as firing a gun, punching someone or mounting a horse. The types of actions are discussed ahead.

It is important to remember that each round is an abstract measurement. The actions and activities that occur in a round are not meant to take place during specific segments of time, with the rest of that time the character doing nothing at all. The action is all happening together, with characters moving, talking, yelling, reaching for their weapons, jumping, cursing, dodging, stumbling, getting distracted, looking out for friends, listening, and so on. All this happens in a round, in a fluid burst of activity and should be narrated as such.



Surprise

Before combat begins, the GM determines if one or the other party is surprised. Surprise is a situation in which the characters happen upon their enemies and neither is aware or expects the other. Surprise may also occur where one party is deliberately trying to surprise the others – like in an ambush, for example. Before any surprise roll is made, The GM determines if surprise is

possible. A group that is aware of another's presence cannot be surprised. If a party can be surprised, a wisdom attribute check is made by the individual in the group with the best chance of succeeding at it, or by each member of the group individually. If the check is successful, that party or individual is not surprised. Failure indicates surprise.

When a party or individual is surprised, their opponents automatically gain the initiative for the first round of combat. Once every member of the party that gains the surprise has had a chance to act, initiative is determined for the second and subsequent rounds.

Initiative

An initiative roll determines the order of action in a combat round. Every combatant participating in the fight rolls a d20 to determine their initiative at the start of the combat. Once this is determined, the order stays that way throughout the fight. Those with the highest initiative get to do what they want to do first and then the next highest and so on. To the d20 roll, characters add their dexterity modifier and their level. This is because faster characters act more speedily and more experienced characters are able to weigh up a situation quicker and act more decisively.

Sometimes the GM may want to make a group initiative roll for non-player characters, especially where there are a lot of them.

Combat actions

In a combat round, characters could carry out a wide variety of actions. Every possible thing they could do can be categorized in one of six types of action that may be performed in combat that have a chance of failure. The six possible actions are attack, opportunity attack, move, use an ability, re-focus or a non-combat action.

THE GAME RULES

Attack

A character is allowed one attack each round unless they possess a special ability allowing them to exceed the limitation, such as the extra attack of the brave character class when they reach 10th level. Attacks include melee attacks; either armed or unarmed and ranged attacks with throwing weapons, bows or firearms.

Opportunity action

A character with a high initiative can withhold his action to see what happens around him before taking his action at a later point in the combat round. On his initiative, he simply states that he is awaiting his opportunity and does nothing else. At any point from then until the end of the round he can take his action whenever he likes or whenever an opportunity presents itself. He cannot alter this at the end of the round to re-focus instead. Once he has declared he is awaiting an opportunity, he is preparing himself to react and if an opportunity doesn't arise to do anything, then he loses his action.

Move

If no other action is taken, a character can move a distance equal to their full movement rate. Full movement also includes jogging (twice normal move rate) and running (quadruple normal move rate).

Use an ability

A character may perform a class ability each round. Some abilities take more than a round to complete. An ability may involve movement but in most cases movement will not exceed the normal rate. Abilities are described more fully in the character class section

Re-focus

As long as the character does nothing at all during the round, he may re-roll his initiative at the beginning of the next round and act according to the new initiative roll if it

is higher than the original, otherwise reverting to the original.

Non-combat action

These are things that a character might do that could have a bearing on the combat but are otherwise not really combat orientated nor do they involve the use of an ability. The action could be as simple as re-loading a firearm, standing still, talking, picking something up, watching and waiting or opening a door. Such actions typically have no chance of failure, but they do take time. No matter the type of action attempted, it is up to the GM to decide how long any action takes and whether it can be completed in a single round.

Movement in the combat round

Once initiative or surprise is determined, each combatant is allowed an action. One of the allowed actions is movement. Most characters and other people have a standard move rate of 30 feet. Some classes can move further than this at higher levels with their class abilities. Movement, like the combat round is an abstraction. It is a matter of establishing the distance that can be moved in a given period of time. Movement can be in a straight line, a curve, around a corner or twists and turns. Movement can be increased by dashing (double the movement rate), or running (quadruple the movement rate).

An attacker can move up to half their movement rate and attack. No attack is allowed if a character exceeds half his or her movement rate. The exception is when a charge is attempted. Charging allows for an attack at the end of the full move, but there are special rules for charging too. The GM can decide to reduce movement rates due to terrain, obstacles, injuries or other circumstances. Generally, movement rates should not be reduced by more than three quarters. The GM should always allow at least a 5-foot movement in a combat round, unless

GO FER YER GUN!

the character is restrained or otherwise unable to move.

Charging

Charging is a way of trying to improve the effect of any melee or unarmed attack on the target. A successful charge attack inflicts a +2 bonus to the damage inflicted on a successful attack. However, it opens the character up to being hit easier and therefore it also causes a -2 penalty on his defence bonus for all attacks in the round. The charge must be announced prior to the character moving.

When charging, the character is considered to be dashing or running. The character must minimally move the full distance of their movement rate (normally 30 feet) and the charge must be in a straight line to the target.

Melee combat

Melee occurs when two or more people engage in hand-to-hand combat and are wielding weapons of some kind. The attacker rolls a d20 and adds his basic to hit bonus (from his class and level) plus any strength modifier. If the total is greater than or equal to the defender's defence class, the attacker has hit the defender and inflicts damage as determined by the type of weapon being used. Unarmed combat is considered melee combat to, but is detailed below.

A melee attack, just like all movement and other stuff that goes on in a combat round is an abstraction. Though the character usually only makes one melee attack in a round, it should not be considered only one swing or stab of his weapon. A melee attack consists of a series of thrusts, parries, attempted attacks, feints, backing off, advances and so on, that sometimes results in damage to the defender. The damage from the blow could actually be seen as a series of nicks and cuts, bruising or even fatigue.

Shootin'



When your character fires a gun or bow (or throws an axe or some other weapon) at another, the shootin' rules apply. Dexterity is the attribute that modifies a ranged attack to hit roll. If the total of the d20 roll plus the character's basic to hit bonus and dexterity modifier is greater than or equal to the defender's defence class, the attacker has successfully hit the defender and inflicts damage as determined by the firearm or other weapon used.

Thrown weapons include knives, hatchets, tomahawks and spears. The strength bonus to damage is included on all successful hits with thrown weapons, but not with firearms or bows.

Ranged weapons have range increments and they have a maximum effective distance equal to three times the listed range increment, as set out in the equipment (weapons) table. The listed range increment is considered to be close range. Weapons fired or thrown at up to this range are used without a range penalty to the to hit attack roll. At beyond close range and up to twice that range, is considered medium range and beyond that and up to three times the close range is counted as long range. Medium range attracts a -2 penalty on to hit attack rolls and long range attracts a -6 penalty.

Brawlin'

Brawlin' is melee combat where no weapons are being used, i.e. unarmed combat. In

THE GAME RULES

most cases, the success of these attacks is determined as normal with a d20 roll and by adding the characters to hit bonus and strength modifiers. If the total is equal to or higher than the defender's defence class, the attacker has successfully hit the defender and inflicts damage as determined by the class ability.

There are also special unarmed attacks of an entirely different nature and effect, such as grappling, pummeling, and overbearing. Each type follows the same basic principle but with different modifications to the to hit roll and to the damage inflicted. For example, characters that wish to punch or kick and are not trained (like monks) are in effect attempting a pummeling attack.

Grappling

This type of attack involves grabbing and holding a defender, like wrestling or in a 'bear-hug'. Grappling is directed at holding an opponent and subduing them. The attacker rolls a d20 as normal, and adds strength and basic to hit bonus modifiers. The opponent's defence class is increased (or reduced) for grappling attacks by his strength modifier (if he has one). If the resulting defence class of the opponent is equaled or beaten by the total roll plus modifiers of the attacker, then he has successfully grappled his opponent. The defender is held and cannot act except to attempt to break free. The defender can break free by making his own grappling attack.

Pummeling

This involves the use of fists, feet, knees and elbows to inflict damage on an opponent, with the intention of knocking them out or otherwise incapacitating them. As usual the attacker rolls d20 to hit adding strength and basic to hit modifiers. If the total exceeds the defenders defence class, the pummeling inflicts d2 hit points of subdual damage. Damage is modified by

strength. A monk's unarmed combat ability is not considered a pummeling attack.

Overbearing

This type of attack is used to knock an opponent down. This tactic is used in wrestling and other types of hand-to-hand combat as well as when an animal charges into somebody. As usual, the attacker rolls d20 and adds appropriate modifiers. If a hit is successful, the defender gets to make a strength saving throw to remain on his feet. If not successful, he is knocked prone for the remainder of the round. In addition, the defender takes d2 points of subdual damage. An attacker making an overbearing attack is at -2 to his defence class for the combat round as he is more exposed than usual.

Situational modifiers

Situational modifiers are nebulous and, for the most part, those that the GM deems appropriate. There are often situations that crop up where it is impossible to set a rule or the rules would be unwieldy. In these circumstances, the GM must use reason, common sense or narrative development to determine what modifier should be applied to the to hit roll. It is even possible to ask the players what modifier they think might be appropriate in the circumstances and to explain their reasoning for it. It depends on your group though, how often you use this approach. In general, combat to hit modifiers can be broken down into three categories: easy, difficult and heroic. For tasks that are easy, up to a +/-5 modifier could be applied. Difficult tasks would range from +/-6 to 10 and heroic would range from +/- 11 and higher.

Some situational modifiers can be applied with regularity as they can occur quite frequently. These are listed below and can be used as a guide to help in making decisions about other unusual situations. Concealment includes those circumstances where nothing physically blocks the attack but there is

GO FER YER GUN!

something that interferes with the attacker's view and/or accuracy. The modifiers are cumulative. In all instances, the attacker must know of the defender's presence, even if the exact location is not known. The GM should add to the list as new situations crop up, to maintain consistency in the game.

SITUATION	MOD
Defender prone or blind	+5
Defender prone & defenceless	+10
Defender at lower elevation	+1
Defender stunned or cowering	+2
Defender invisible/attacker blind	-10
Melee attack from mount or unstable platform	-2
Ranged attack from mount or unstable platform	-4
Defender 1/4 concealed* (light fog or smoke)	-2
Defender 1/2 concealed* (dense fog or smoke)	-4
Defender 3/4 concealed* (near darkness)	-6
Defender completely concealed (total darkness)	-10
Stagecoach ride (per mile)	5c
Steamboat ride (per mile)	10c

Defence Class

Defence class is representative of a defender's ability to avoid being hit in combat. It results from a combination of agile avoidance of incoming attacks or even an ability to absorb the shock of a damaging blow, or to 'roll with it'. In GFYG! there is no armor (or very little) and this is treated differently to other systems where armor adds to an 'armor class'.

Defence class begins at 10 for all characters. A person with an average dexterity and of '0' level is automatically defence class 10. Defence class can increase through a high dexterity and through character class

and character level. Defence class modifiers are detailed below.

Shields

Only certain Indian nations use shields. Shields add +1 to defence class whilst being used. Shields are no use against attacks from behind or from firearms.

Dexterity

Dexterity modifies a character's defence class if that character can physically react to the attack. Characters lose their dexterity modifier when they are surprised, unaware of an attacker or when they are restrained or otherwise rendered immobile. Dexterity does not apply when attacked from the rear, unless the character knows the attacker is there and about to attack him.

Cover

Cover confers a defence class bonus as follows:

TYPE OF COVER	DEFENCE BONUS
1/4 cover	+2
1/2 cover	+4
3/4 cover	+6
full cover	+10

Although cover is used primarily against ranged weapons and firearms, it can occasionally be used in melee combat. In some cases, the GM may rule that the character seeking cover may not attack.

Character class

Classes have a level dependent 'Bonus to Defence' (BtD), which adds to the defence class. This bonus is always added whether the character is aware of the attacker or not or whether surprised or not. It represents the edge the character has due to his experience of deadly situations.

THE GAME RULES

Situation and circumstance

There may be occasions when the GM feels that a defence class adjustment is appropriate. When applying additional modifiers, common sense and fairness must be exercised. If in doubt, err in favor of the player characters.

Combat maneuvers

Characters can attempt all sorts of additional actions in combat other than just shooting their guns or attacking and so on. There cannot be rules for everything that a character will do, but a GM can make judgments based on some of the maneuvers set out below and what seems reasonable in the circumstances.

Dodge

The character sacrifices his normal action to use his best means to dodge up to three attacks in that combat round. It can be used against only those attackers that the character is facing and aware of. The character gains +2 to his defence class while dodging. A dodge can be declared at any time in the combat round as long as the character hasn't taken any other action.

Disengage

Disengaging is an attempt to get out of a hand-to-hand combat situation. This is dangerous as it exposes the character to attacks. If disengaging a character can take no other action. He may move as far as possible away from his enemy, but suffers a -2 to his defence class and the opponent gets a free attack as the character tries to get away. The defence class adjustment applies to all attempts against the character in the round, ranged or melee.

Disarm

A gunslinger or a wrangler can attempt to disarm an opponent with a shot to his weapon or weapon hand. A brave or a wrangler can attempt to disarm an opponent in melee combat. The attacker must suc-

cessfully hit a defence class of 18 plus the level of the defender to successfully disarm them. For example, a gunslinger would need to hit a defence class equivalent of 23 to disarm a 5th level character. The defender can add his dexterity bonus (if any) to his effective defence class.

Evade

This is a desperate attempt to get out of the way of an attack. This allows a one-off defence bonus against one opponent of +4.

Flank attack

This is a side attack that is not directly behind the defender. This confers a bonus of +1 to hit, as it is harder to defend against.

Rear attack

Attacks from behind gives the attacker a +2 bonus to hit, either with melee weapons or firearms.

Two-Weapon fighting

Characters can attempt to fight or fire pistols in both hands. This is difficult. When using two weapons, the character must state which is his primary hand, meaning that the other is referred to as his 'off-hand'. The character is able to use or fire both weapons in a round, but the attack with the primary hand is at -3 to hit and the attack with the off-hand is at -6 to hit. The character's dexterity modifier affects these attacks, but strength will only be used to determine damage (for melee attacks). This can be used with the gunslinger's combat dominance and brave's extra attacks.

Hit points

Hit points represent the amount of damage, physical and mental, that a character or non-player character can take before passing out or dying. A character's hit points are a mere abstraction. It is generally a representation of the overall health of the individual. The higher the hit points, the healthier the character is.

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Hit points are determined by the character's hit die and level. The character class tells you the type of die to use to determine how many hit points a character has. At each level, the hit die type is rolled and added to the previous total. The constitution modifier is added to or subtracted from the die roll. At 1st level, characters automatically begin with the maximum hit points for their class. At 10th level, all classes acquire hit points at a specified rate without a die roll. Constitution modifiers are applied to this. In all cases, characters gain at least 1 hit point at each level.

Hit points can be reduced by weapons, exhaustion, poisons, fire and other things. These are covered in greater detail in the following section. Once damage has been taken, healing is needed for hit points to be restored. Hit points can never exceed the level they were at before taking the damage.

Healing

In general, hit points heal at a rate of one point per day as long as the character is resting, well fed, kept warm and comfortable and the wounds have been cleaned and tended to. After seven days, the rate of healing speeds up to include the character's constitution bonus, if any (but not penalty). After 14 days the rate of healing doubles and after thirty days, it triples. Rates of healing can be improved by medicines, diet, and level of care or other factors that the GM deems applicable.

Falling to 0 hit points

In general, when 0 hit points is reached, the character passes out. The character is not dead, but incapable of acting due to blood loss and damage. The character will recover consciousness after d6 hours after which, they can move at half their normal move rate but cannot participate in combat or take any other strenuous action.

Falling below 0 hit points

When a character falls below 0 hit points, the character is severely wounded and loses 1 hit point per combat round from blood loss after the round in which he or she was damaged. The character requires immediate medical attention and provided aid is administered before the character reaches -10 hit points, the wound can be stabilized. Once stabilized, the character stops losing hit points but then requires 24 hours of bed rest and the attention of a doctor before the actual healing process can begin. With appropriate rest and medical attention, the character will recover back to 0 hit points after 24 hours. Then he begins to recover in accordance with the rules for falling to 0 hit points, above.

Dying

A character that reaches -10 hit points is dead through trauma and blood loss. The character is then buried at Boot Hill and it's time for the player to create another character. Hopefully this won't happen too often.

Damage

When characters successfully hit their opponents they cause them damage, which comes directly from the foes hit points. When characters are themselves struck in combat, the damage caused to them comes of their own hit points. The damage caused depends upon the type of weapon used and this is detailed in the equipment section of these rules. The damage is applied immediately.

For some characters, the damage from a weapon will be enough to kill straight away but for others the same amount of damage might leave them with plenty of hit points remaining, especially where one character is of a higher level than another.

Weapon damage

The amount of damage inflicted is determined by the weapon being used and can be

THE GAME RULES

seen of the equipment (weapons) table. Damage from melee weapons is adjusted by the strength modifier of the character using the weapon. Some critters use their claws and teeth to cause damage. The amount of damage is listed in the critters, folks & NPCs section.

Subdual damage

Subdual damage is not usually fatal. It represents the bludgeoning damage that a person might receive when struck in a fistfight or a brawl, rather than the type of damage knives and guns might cause. It probably hurts and may knock a person out but only sometimes draws blood and usually heals quite quickly.

Fists, feet and some of the improvised weapons cause subdual damage. A monk's unarmed attacks don't cause subdual damage unless the monk player chooses to subdue.

An attacker can use weapons (apart from firearms and bows) to deliver subdual damage rather than regular damage. This would be where the blunt end of the spear or a gun butt is being used. In this case, the damage is rolled for normally but applied as subdual damage rather than normal damage. For every 5 points of subdual damage caused though, 1 point is always regular damage.

Subdual damage heals faster than normal damage, as it is not normally fatal. It heals at a rate of 1 hit point per 10 minutes. At a GM's discretion, a character who takes enough subdual damage to reach -10 hit points has taken so much punishment to cause damage to their internal organs, resulting in death. If not, they still require 24 hours of bed rest and do not begin healing until they regain consciousness.

Falling damage

When a character falls from a height of 5 feet or more, he suffers falling damage (or

more specifically hitting the ground hard damage). Falling from heights can be particularly deadly.

If a character falls from a height of 6 to 10 feet, he needs to make a dexterity check. If the check is successful, the character lands safely. If the check fails, the character suffers 1d6 points of damage. From heights of greater than 10 feet, damage is 1d6 extra per 10 feet fallen. The damage for each 10 feet fallen is cumulative. For example, if a character falls 18 feet, he takes 1d6 for the first 10 feet and 2d6 for the second 10 feet, for a total damage of 3d6. If a character falls from a height of 45 feet, he takes 1d6 for the first 10 feet, 2d6 for the next, 3d6 for the next and 4d6 for the last 10 feet, for a total damage of 10d6.



Explosion damage

Explosion damage occurs when something like a stick of dynamite goes off. Anyone caught within the burst radius will suffer damage. If they are within 20 feet of where the dynamite explodes, they suffer the damage set out before the slash on the weapon table. If they are further than 20' but within 40 feet, they suffer the damage indicated after the slash. In both cases, a successful dexterity saving throw results in half damage.

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Drowning damage

When a character is in water and fails a swim check, he can hold his breath for a number of rounds equal to his constitution. After that time, if he fails another swim check to get his head above water, he starts to drown. Damage is d6 hit points per round under the water and is considered subdual damage. If the character reaches -10 then he has drowned.

Critical hits

A critical hit is a hit that strikes a vital area of the target's body. This results in additional damage over and above that of the normal dice roll made for damage. Critical hits potentially occur on a natural roll of 20. That is to say, when rolling to hit, the dice itself comes up with a 20 on its face. If this happens the player rolls the dice again. If the result of the second roll is a hit, then a critical hit results. If the second die roll results in a miss, then damage is rolled as normal. Critical hits result in double normal damage. That is to say calculate damage as normal, then double it.



Narrative of combat

It helps greatly if all of the players know how combat works, but it is not strictly necessary for them to. The GM does need to have a clear understanding of the rules though and a good judgment for those occasions (and there will be lots of them) where the rules don't cover a specific point.

Combat is an essential part of GFYG! You would feel short-changed if you watched a western movie and there wasn't a single gunfight or saloon brawl in it. You might have the odd game session where combat doesn't occur and that can be fun, but the essence of westerns is that those guns come out of their holsters from time to time.

Whilst it is incumbent upon the GM to set things up so that the players can have fun, the players themselves should also share in this responsibility. The rules are not there to get in the way of a good story and so the GM must engage the players and the players (through their characters) should likewise maintain a sense of drama and try not to get too bogged down in the nitty-gritty.

There are several ways to engage the players and keep up the sense of drama and excitement. Vivid descriptions can capture a group of even the most lackluster of players. You can use ideas gleaned from western movies, fiction and even historical records to give the combat a sense of danger and action. You can allow the players to take over some of the description of what happens, if this doesn't overstep the success or otherwise of their die rolls, especially if you know one of the players is very good at describing this sort of action.

If the players start describing things, then it means they are involved in what is going on. If the players are describing parts of the action that relate to their own characters, that means less work for the GM and more

THE GAME RULES

time to consider what happens next as a result. If a player describes his intended action with a sense of style, drama and within the tone of the game you are playing, the GM could even consider giving a bonus to the dice roll for whatever action the character is attempting.

Running a combat in a narrative fashion can be tricky at times but it is fun. Engaging the players and keeping their attention is one of the most rewarding experiences a GM can have. But to be able to do so, the GM does need understand the rules and when to bend them.

Encumbrance

There are several ways to deal with what a character can carry before he is weighed down with too much stuff. One is to ignore set rules altogether and just leave the players and GM between them to use judgment and common sense to determine when a character is getting ridiculously overloaded. Most players are reasonable and if their character has a pistol, rifle, bowie knife and clothing, then they are quite happy. Anything else they can put in their horse's saddlebags. Other players may need the GM to intervene from time to time, if using this approach.

The other method is to use the weights and encumbrance values in the equipment listings. This is how you do it.

Determining Encumbrance

Each character has an encumbrance rating (ER) of $8 +$ the character's strength modifier, if any. All items and equipment have an encumbrance rating (Enc). For many items, this rating is in the equipment lists. Simply add up the enc. value of all items carried by the character. This is the character's encumbrance rating. Don't count clothes (hat, shirt, boots etc.) that the character is wear-

ing, but if he is 'wearing' a gun, that is counted.

There are five categories of encumbrance; none, light, moderate, heavy and overburdened. The following table indicates the amount that can be carried and in which category that level of encumbrance falls.

ENCUMBRANCE	
CATEGORY	ENC
None	0 to 1xER
Light	1xER to 2xER
Moderate	2xER to 3xER
Heavy	3xER to 4xER
Overburdened	4xER to 5xER
Maximum	5xER

The enc value of items is a rough measure of the size, weight and how cumbersome the object is. If you need to determine the rough enc of other items, you can simply look at the equipment



lists for a similar object and work it out from there. The GM, as always, has the final word.

Effects of Encumbrance

There are penalties to lugging too much stuff around and this comes in the form of slower movement rates and a reduced defence class.

The penalties are set out overleaf:

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ENCUMBRANCE CATEGORY	PENALTIES
None	No effect
Light	Reduce move by 1/4 and -1 to defence class
Moderate	Reduce move by 1/2 and -2 to defence class
Heavy	Reduce move by 3/4 and -4 to defence class
Overburdened	Move reduced to 1 foot and -8 to defence class
Maximum	Can't move

Rewards

As characters complete their adventures, outwit the law and get away or catch the outlaws and bring them to justice, or get the cattle to a ranch across the state or defend the town from a bunch of rowdies they gain experience. They end the adventures stronger, wiser and more capable. To reflect



this, the GM awards experience points to the players on an individual basis or as a group.

Experience points

After characters defeat the bad (or good) guys, collect gold and do other adventurous things they earn experience points (XP). The GM can award these points as he sees fit, but the following suggestions are recommended

Foes: The GM adds the value of all foes overcome during the adventure. The points for critters, folk and NPCs are set out in the appropriate description later in these rules.

Money: Although not all GMs will award experience for making money some will. This is especially important to characters for whom making money is particularly important – bounty hunters could get experience whenever they claim reward money, outlaws get experience for loot made from robberies and mavericks from gambling and so on. The amount of the award is up to the GM and will depend on how much money he has available to his characters, but it should be something like an experience point per \$1.

Story: The GM should assign an experience point value to each adventure and award that total to each character that completed the adventure.

Role-playing: The GM can also award specific experience point bonuses to characters for good

THE GAME RULES

role-playing, in a specific situation or over the course of the adventure. 25 to 250 points is a good base, depending on the character's level.

Gaining levels

Characters can gain a level if they earn enough experience points. This equates to becoming better and more experienced at the character's career. With new levels, the character gains more abilities and a greater chance of success at those he already has. Hit points increase as do bonus to hit and bonus to defence class.

To gain a level, the character must accumulate enough experience points to meet the number of points required for the next level. The experience table used is set out in the character class descriptions and will be either table 1, 2 or 3. A character starts off at 1st level with 0 experience points. To reach second level he needs to amass 900, 1000 or 1100 experience points. This may take one adventure or may take several, depending on the length of the adventure, the overall goals and how well the characters do. The GM should ensure that enough experience is available for characters to advance in levels after one to three adventures, certainly at lower levels, just to give the players a feeling that their characters are advancing and becoming a little more reputable.

Once a character has the required number of experience points, he immediately gains his new level and with it increased hit points (by rolling the appropriate die and adding constitution modifiers), and any increase to BtH and BtD. He also gains any new abilities. At every four levels, he can also choose an attribute to increase by one point.

Alternative system

As usual GFYG! is a game about choices and what works for the players. Some players can't stand keeping track of their experience points and find it a chore that detracts from their enjoyment of the game. If this is the case, or simply if the GM prefers to do things this way, the GM can simply award a new level gain whenever he feels it would be appropriate for the characters to advance. This can be based on a set number of adventures, say after every three completed adventures or, it can be based on something less defined. The GM might want to throw some higher-level opponents at the characters or might have a storyline that needs the characters to advance at a certain rate so that they can continue to be effective. This is a much more story-based system than the mechanical system presented above and will suit some groups more than it suits others.

Languages and literacy

All characters are presumed to speak English. A character with an intelligence bonus can also speak another language for every point of bonus, so with a +3 intelligence modifier he can speak an additional three languages.

Muckrakers and preachers can automatically read and write. Other characters are literate only if they have intelligence of 10 or higher. All other characters are illiterate.

A character can choose a new language, or choose to learn to read and write instead of taking a +1 to an attribute at 4th level or at any later level where he would normally gain a +1 attribute bonus.

CRITTERS, FOLK & NPCs

Overview

There are many dangerous critters out on the plains or in the woods and mountains of the West. Some of them are included here in case the adventure takes place in these wild places and calls for a mean critter or two. Stats are included for horses and beasts of burden too, for completeness.

Folk are generally the ordinary NPCs that characters might meet along the way. They are not intended to be tough opposition – in a movie they would be the extras that are either on screen only very briefly or are shot early on, before the characters get to the baddie. Sometimes, folk take on greater importance in the game than the GM originally envisaged. In this case, they might be elevated to NPC status.

NPCs are special GM characters. These characters must be worked out as if they are player characters. They have a character class and may be of a level that is even higher than that of the player characters. They will probably have some major importance in the game and are likely to reappear many times throughout a campaign. They should never be more important than the characters in terms of the story though – the characters are the focus of the game not the NPCs.

Experience points for defeating foes

When critters, folk and NPCs are defeated, outwitted or killed, characters gain experience points (XP). The number of points gained depends on how tough the foe is to kill or defeat.

Base XP

For every hit die the foe has, there is a base XP award, set out in the table below.

XP for hit points

For every hit point the foe has, extra XP are awarded. Work this out by multiplying the hit die of the foe by the number of hit points. So a black bear with 20 hit points would work out as 3 (hit die) x 20 = 60 points added to its base of 160.

XP for special abilities

For every special ability the foe has, add the number in the special ability column. Special abilities would be any class abilities of NPCs or folk or any critter abilities, like poison or more than one attack in a round. If the GM feels the special ability is particularly dangerous or not at all dangerous or useful, add or subtract 50% for that ability.

CRITTERS, FOLK & NPCS

HD	BASE	SPECIAL
1	40	20
2	80	40
3	160	80
4	240	120
5	360	180
6	540	270
7	800	400
8	1200	600
9	1500	750
10	1900	850
11	2400	1200
12	3000	1500
13	3700	1850
14	4500	2250
15	5400	2700
16	6400	3200
17	7500	3750
18	8700	4350
19	10000	5000
20	11400	5700

Critters

Bear, Black

Size: Medium

HD: 3d8+6 (20)

Move: 40'

DC: 13

Attacks: 2 claws +4, (1d8), bite +1 (1d6+2)

Special: hug

Int: Animal

XP: 340

These bears tend to be darker in colour than grizzlies and much smaller at about 6' in length, full grown. They can be found in many parts of the West, but particularly in the Rockies.

Special: To hug, the bear needs to hit with both claw attacks. If it does, it causes causing claw damage and has a hold. After that it causes 2d6 damage per round, automatically until it lets go. It will not let go, unless killed or unless the character breaks free (Str or Dex check with +3 to the challenge level).



Bear, Brown (Grizzly)

Size: Large

HD: 6d8+24 (51)

Move: 40'

DC: 15

Attacks: 2 claws +6, (1d8+3), bite +3 (2d8+3)

Special: hug

Int: Animal

XP: 1,251

These critters can be up to 8' in length. They tend to live in the Rocky Mountains, but can be found in some other forested areas of the West at this time. They can be fearsome when riled. Special: To hug, the bear needs to hit with both claw attacks. If it does, it causes causing claw damage and has a hold. After that it causes 2d8 damage per round, automatically until it lets go. It will not let go, unless killed or unless the character breaks free (Str or Dex check with +5 to the challenge level).

Bison

Size: Large

HD: 5d8+15 (37)

Move: 40'

DC: 13

Attacks: Butt +3 (1d8+6)

Special: Stampede

Int: Animal

XP: 725

Often known as buffalo, these are the largest wild animals in America, being 6' high at the shoulder and up to 10' long. Great herds once roamed the plains, but by 1885 they had been virtually wiped out by white

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settlers. Special: Events such as violent storms, fires, gunshots etc. can trigger a stampede. If caught in one, characters need to make suitable attribute checks (probably Dex) to avoid damage every round they are in the stampede (2d6 rounds). Damage will be d10 each round they fail their attribute check.



Donkey

Size: Medium

HD: 2d8 (9)

Move: 30'

DC: 12

Attacks: 2 hooves +0 (1d4)

Int: Average

XP: 98

No self-respecting cowboy would be seen dead riding one of these. Occasionally used for travel by people who can't ride, or by Mexican peasants, their main use is the transport of small loads of goods. Donkeys tend to be steady on their feet.

Horse, Heavy

Size: Large

HD: 3d8+6 (20)

Move: 50'

DC: 13

Attacks: 2 hooves +0 (1d6+3)

Int: Average

XP: 220

Large, solid horses, usually used for pulling wagons or as plough horses.

Horse, Riding

Size: Large

HD: 2d8+4 (13)

Move: 60'

DC: 13

Attacks: 2 hooves +0 (1d4+1)

Int: Average

XP: 106

This is the typical riding horse used by cowboys and virtually everyone for getting around in the Wild West. They might be used to pull stagecoaches or buggies.

Lion, Mountain

Size: Medium

HD: 3d8+6 (15)

Move: 40'

DC: 14

Attacks: 2 claws +4 (1d4+1), bite +3 (1d6+3)

Special: Pounce

Int: Animal

XP: 325

These are large American cats, also known as cougars, pumas or panthers. They live on deer, smaller mammals and sometimes cattle, but normally fear and avoid man. They grow up to 8' in length.

Special: Mountain lions can leap on their prey, and if they hit with both claw attacks whilst doing so, will knock their prey to the ground and hit automatically with the bite in that round only.

Mule

Size: Large

HD: 3d8+9 (18)

Move: 30'

DC: 12

Attacks: 2 hooves +0 (1d4+3)

Int: Animal

XP: 214

A useful beast of burden, especially on mountain trails where their sure-footedness is a blessing, even if their stubbornness is not.

CRITTERS, FOLK & NPCS

Pony

Size: Medium

HD: 2d8+2 (11)

Move: 40'

DC: 13

Attacks: 2 hooves +0 (1d3+1)

Int: Animal

XP: 102

A small but agile and maneuverable variety of horse, often used by Plains Indian tribes for hunting, riding and warfare.

Snake, Rattler

Size: Small

HD: 1d4 (3)

Move: 20'

DC: 17

Attacks: Bite +4 (1d3-1)

Special: Venom, rattle

Int: Animal

XP: 63

A deadly snake with a rattle at the end of its tail.

Special: The rattle may cause fear (Wisdom check or be paralyzed with fright for d4 rounds). If the bite hits, it causes damage and may poison the character (Con check). The poison will cause an additional point of damage each round until treated or until a save is made. It causes swelling and blackening of the area surrounding the bite.



Wolf

Size: Medium

HD: 2d8 (9)

Move: 50'

DC: 13

Attacks: Bite +2 (1d4+1)

Special: Scent

Int: Average

XP: 98

Common in all but the driest parts of the country, their numbers are reducing by this time. They often attack cattle and sheep, so ranchers are amongst their worst enemies. They can grow to about 5 or 6' long.

Folk

Folk are the types of character that the GM can use as 'generic' people that the characters meet in the course of their adventures. They are presented here to provide quick stats in case it becomes relevant, especially if a fight starts. Most folk are considered 0-level, that is to say they have no actual character class or levels. Most folk are intended to be relatively easy for a typical 1st level character to defeat, although in numbers they would prove more troublesome. They receive no to hit bonuses, unless noted. Some folk receive special abilities and these are noted too. Assume scores of about 10 or 11 in most attributes, if necessary. Most folk have one attribute which is generally better than the others – their 'prime', although some have no prime at all. Checks and saves are made at 15 on the folk's prime and all other checks and saves have a base target number of 18. If you want a tougher 'folk' then give them an extra hit dice, so a bandit gang leader might have 2d8 for hit points, for example. Folk will rarely have more than two hit dice.

GO FER YER GUN!

Bandit/Outlaw

Size: Medium

HD: 1d8 (5)

Move: 30'

DC: 11

Attacks: by weapon

Special: Conceal ability, as mountain man

Prime: None

Int: Average

XP: 65

Bandits are rough-and-ready men and women living beyond the law. They are robbers and miscreants all. They tend to be armed with a variety of firearms and knives, usually of poorer quality.

Bounty hunter

Size: Medium

HD: 1d8 (5)

Move: 30'

DC: 12

Attacks: +1 to hit, by weapon

Special: Track ability, as scout

Prime: Dexterity

Int: Average

XP: 75

The bounty hunter is often a mean dude, looking to bring in to justice troublemakers and wrong doers. They don't do it for any altruistic reasons they do it for the reward money. A bounty hunter will be armed with at least a good rifle, pistol and knife. He will also have a riding horse with all the trappings.

Cowpoke

Size: Medium

HD: 1d6 (4)

Move: 30'

DC: 11

Attacks: by weapon

Special: Lasso ability, as wrangler

Prime: Constitution

Int: Average

XP: 64



Cowpokes are the ordinary cowboys that travel with the cattle-drive. A cowpoke will have his own horse, a rifle and a pistol.

Gent

Size: Medium

HD: 1d6 (4)

Move: 30'

DC: 10

Attacks: -1 to hit, by weapon

Special: Literate

Prime: Intelligence

Int: High

XP: 54

Gents are well-dressed gentlemen from one of the big cities 'back east'. They might be wealthy businessmen, politicians or

professionals. They might carry a cane or a stinky or pocket pistol.

Greenhorn

Size: Medium

HD: 1d6 (4)

Move: 30'

DC: 10

Attacks: by weapon

Special: Plucky +1 to saves against fear or intimidation

Prime: None

Int: Average

XP: 64

A young kid possibly looking to make his name 'out West'. He is wet behind the ears and hasn't ever been in a proper fight. He might have an expensive gun, but it hasn't been fired in anger yet.

Gunfighter

Size: Medium

HD: 1d8 (5)

Move: 30'

DC: 12

Attacks: +1 to hit, by weapon

Special: Fast draw ability, as gunslinger

Prime: Dexterity

Int: Average

CRITTERS, FOLK & NPCs

XP: 75

The gunfighter is one of the hundreds of useful pistol specialists out in the West, who hasn't yet made a name for himself. He may have won a gunfight or two against nobodies, but is still looking for that kill that will win him some respect. He will have at least a decent pistol or two.

Lawman

Size: Medium

HD: 1d8 (5)

Move: 30'

DC: 12

Attacks: +1 to hit, by weapon

Special: Raise posse (2d6 extra 'folk')

Prime: Intelligence

Int: Average

XP: 75

Every town needs a marshal and every county needs a sheriff. This represents the average lawman in an average town or county that doesn't get a lot of trouble. He will have d4 deputies, a pistol, shotgun, handcuffs and a horse. He will have more shotguns under lock and key in his jail office.

Padre

Size: Medium

HD: 1d4 (3)

Move: 30'

DC: 9

Attacks: -1 to hit, by weapon

Special: Guidance & general knowledge abilities as a preacher

Prime: Wisdom

Int: High

XP: 53

The padre is a local clergyman. He is generally quite a gentle soul and doesn't fight

as a rule, unless perhaps his church is in danger.

Quack

Size: Medium

HD: 1d6 (4)

Move: 30'

DC: 10

Attacks: -1 to hit, by weapon

Special: Medical aid, literate

Prime: Wisdom

Int: High

XP: 54



The quack will be an important person in the lives of the player characters. He can stitch them up and repair their broken limbs. Some quacks are drunkards and almost useless. Quacks don't usually carry weapons.

Rowdy

Size: Medium

HD: 1d8 (5)

Move: 30'

DC: 10

Attacks: by weapon

Special: Rowdy ability, as wrangler

Prime: Strength

Int: Average

XP: 65

A rough-and-tumble brawler who is usually looking for trouble in the local saloon. He can use any improvised weapon and is likely to have at least a bowie knife and a pistol. Some rowdies are employed as bouncers in saloons, to look after the girls.

Saloon Gal

Size: Medium

HD: 1d4 (3)

Move: 30'

DC: 10

Attacks: -1 to hit, by weapon

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Special: None
Prime: Charisma
Int: Average
XP: 53

A lady who works in the saloon. Some simply serve food and drinks and others provide other services besides. They are often young and are usually attractive. They might carry a stingy pistol or dagger concealed in their stocking top or a pocket pistol by their bedsides.



Soldier

Size: Medium
HD: 1d8 (5)
Move: 30'
DC: 12

Attacks: +1 to hit,
by weapon

Special: If sergeant, choose 1 appropriate ability of any class and use 2d8 for hit points

Prime: Strength
Int: Average
XP: 75 (sergeant, 78)

The soldier is a trained cavalryman. He has a carbine, pistol, sabre and trained horse. He wears a uniform, which is how you spot him. A sergeant is generally more experienced.

Townfolk

Size: Medium
HD: 1d6 (4)
Move: 30'
DC: 10
Attacks: by weapon
Special: Trade/Craft
Prime: None
Int: Average
XP: 54

These are the ordinary folks about town that provide goods and services for the popula-

tion. They don't look for trouble and don't tend to fight unless their homes, family or livelihoods are at stake.

Npcs

Non-player characters are the important characters created by the GM to provide people for the characters to interact with. As important characters, they have attributes and a character class, just like the player characters. Here are a few sample NPCs that you can use in your campaign.

LUKE LAMB

Class: Drifter/Gunslinger

Level: 8 (multi-class) HP: 31
Str: 12 (+1 - T) Int: 13 (+1 - S) Wis: 12 (+1 - P)
Dex: 15 (+2 - P) Con: 10 (S) Cha: 9 (-1 - T)
DC: 17 BtH ranged: +10 BtH melee: +9

Abilities: Weapon specialization (heavy pistol), quick hands, fast draw, steel eyes, combat dominance, survival, stealth, 6th sense, hawk eyes, prairie tales

Languages & literacy: Spanish, literate
XP: 2,348

Trappings: Heavy pistol (+2 to hit, 2d6+2 damage), rifle (2d8 damage), ordinary clothing, riding horse, saddle & saddlebags, handcuffs, 50' rope.

Background: Lamb is a bounty hunter with a reputation for bringing outlaws back dead more often than alive, to claim his reward. In fact, it is often said that he tries to incite his 'victim' into pulling his gun on him, just so that he can kill him. Lamb is well known across Arizona, Colorado and New Mexico.

THE CACTUS KID

Class: Gunslinger

Level: 2 HP: 15
Str: 11 (T) Int: 10 (S) Wis: 8 (-1 - T)
Dex: 17 (+3 - P) Con: 12 (+1 - S) Cha: 14 (+2 - P)
DC: 15 BtH ranged: +4 BtH melee: +1

Abilities: Weapon specialization (medium pistol), quick hands, fast draw, and steel eyes
Languages & literacy: None, illiterate

CRITTERS, FOLK & NPCs

XP: 170

Trappings: 2 medium pistols (+1 to hit, d12+1 damage, he often uses both together so has a -3 penalty with his right hand and a -6 penalty with his left when he does), fancy clothing.

Background: The Kid's real name is John Lightly and he got his first job working on a ranch at 14. He never took to the hard work and was eventually kicked out with a 'flea in his ear'. He didn't like this and so he bought a gun, went back to the ranch and shot his boss in the leg. He suffered a severe beating, but discovered that he liked shooting people and is now trying to make a name for himself. He hasn't killed anyone yet, but he did shoot a preacher called Obadiah Blackstone in the leg (again!), because he was annoying him with his 'fancy words'.

'DOC' PILKINGTON

Class: Maverick

Level: 5

HP: 15

Str: 8 (-1 - T) Int: 18 (+4 - S) Wis: 12 (+1 - S)

Dex: 12 (+1 - P) Con: 9 (-1 - T) Cha: 16 (+3 - P)

DC: 14 **BtH ranged:** +5 **BtH melee:** +3

Abilities: Card sharp, lucky draw, open lock, pick pocket, silvertongue, disguise, showmanship

Languages & literacy: Spanish, German, French, Apache, literate

XP: 705

Trappings: Stingy pistol (d8 damage), pocket pistol (d10 damage), dagger (d4-1 damage), fancy suit, hat and boots.

Background: Although his nickname is 'Doc', Henry Pilkington was actually a veterinary surgeon back east. When he came West, he found that he did rather better for himself when people believed him to be a doctor rather than a vet, so he did nothing to correct anyone and later on, actively lied about his background. 'Doc' Pilkington is a dab hand at the card table and has gained a reputation for honesty (at playing cards at least). He is also known as a 'smoother of the waters' whenever anyone at his table is accused of cheating and has managed to

prevent more than one shooting.

'RED' SMITH

Class: Wrangler (female)

Level: 2

HP: 23

Str: 13 (+1 - P) Int: 8 (-1 - S) Wis: 10 (T)

Dex: 11 (S) Con: 15 (+2 - P) Cha: 12 (+1 - T)

DC: 13 **BtH ranged:** +1 **BtH melee:** +2

Abilities: Cowboy's horse, horsemanship, lariat, aimed shot, rowdy.

Languages & literacy: None, illiterate

XP: 186

Trappings: Medium pistol (d12 damage), rifle (2d8 damage), bowie knife (d6+1 damage), ordinary clothing, hat and duster coat, lasso, horse with harness, saddle, saddlebags.

Background: 'Red' is a well-known troublemaker and heavy-drinker around the town. Her real name is Freda and she'll slug anyone who calls her that to her face.

JAKE LA MOTTE

Class: Mountain Man

Level: 4

HP: 40

Str: 18 (+4 - P) Int: 11 (S) Wis: 12 (+1 - S)

Dex: 10 (T) Con: 14 (+2 - P) Cha: 10 (T)

DC: 12 **BtH ranged:** +2 **BtH melee:** +6

Abilities: Conceal, favored prey (bears), tough hombre, ram charge, scale, survival, traps

Languages & literacy: French, literate

XP: 580

Trappings: Heavy pistol (2d6 damage), buffalo rifle (3d6 damage), wood axe (d8+4 damage) bowie knife (d6+4 damage), furs & leather clothes, mule

Background: A giant of a man, Jake was born in France but settled here thirty or more years ago. Most believe he was escaping France for a reason and the rumor is that he killed his wife and is wanted by the French authorities, although he does seem surprisingly gentle and well-spoken for such a big, uncouth-looking man.

OBADIAH BLACKSTONE

Class: Preacher

Level: 5

HP: 22

Str: 15 (+2 - S) Int: 11 (S) Wis: 15 (+2 - P)

Dex: 7 (-2 - T) Con: 10 (T) Cha: 14 (+2 - P)

DC: 12 **BtH ranged:** +0 **BtH melee:** +5

Abilities: Exalt, guidance, general knowledge, sanctuary, demoralize

Languages & literacy: Literate

XP: 740

Trappings: Heavy pistol (2d6 damage), shotgun (5d4/3d4/1d4 damage), walking cane (d6+2 damage as staff/club), ordinary suit, hat, horse & cart.

Background: Obadiah Blackstone has a lame leg as a result of a run-in with The Cactus Kid, a few months ago. He hasn't forgotten. He is a very tall, thin man with surprising strength. His favorite tactic is to preach in saloons and brothels, because he knows he will be paid handsomely to take his sermons elsewhere. On his cart he has a pulpit, large wooden cross and several benches – his 'portable church' for outdoor use.

Real Characters of The West

This is a list and a few facts about some of the more colorful characters of the Wild West. If you decide to use any of these in your games, you will need to assign them a character class that most closely fits with their backgrounds and reputations.

Clay Allison (1840-1887) Gunslinger

An unpredictable psychopath, who drank heavily and enjoyed the company of 'ladies of the night'.

Sam Bass (1851-1878) Drifter/Outlaw

The leader of a small outlaw gang, he pulled off a number of successful train robberies until he was cornered and shot in Round Rock.

Roy Bean (1825-1903)

Judge/Saloon Keeper

Roy Bean had no legal training, but nevertheless set himself up as a judge from his saloon 'The Jersey Lilly'

Billy the Kid (1859-1881) Gunslinger

His given name was Henry McCarty (not William Bonney, which was just one of his aliases). There are a lot of legends attributed to Billy the Kid, most of which are untrue. He killed most of his victims in cold blood, many being unarmed at the time.

Rufus Buck (18??-1896)

Outlaw

Rufus Buck was a Ute Indian, who went on a short-term rampage of theft and violence with his gang of half-breed associates. They were hanged for their trouble.



CRITTERS, FOLK & NPCS

Kit Carson (1809 – 1868) Mountain Man

Born Christopher Carson. He fought in the Mexican-American War and in the Civil War. He was sympathetic to the Indian tribes and had a good reputation.

Butch Cassidy (1866-1909) Outlaw

Butch Cassidy was actually one of the many aliases used by Utah-born Robert Leroy Parker. He was an amiable crook, who despite his numerous robberies never actually killed a man. He led the 'Wild Bunch' and later went south of the border with The Sundance Kid.

Billy Claiborne (1860-1882) Outlaw

A loudmouthed youngster, he liked to be known as 'Arizona's Billy the Kid'. He ran away from the gunfight at the OK Coral. Frank Leslie killed him after a brawl in a saloon, which led to a gunfight.

Billy Clanton (1862-1881) Rustler

He wounded both Virgil and Morgan Earp at the OK Coral, even after being downed with wounds in the wrist, chest and stomach. He died later on whilst receiving morphine.

Ike Clanton (18??-1887) Rustler/Outlaw

History has branded Joseph Isaac Clanton as one of the most detestable men of the Wild West. He was an antagonistic, bragging, chest-thumping coward who lacked the capability to back up the threats he made on his own. He ran when the OK Coral gunfight got under way.

Old Man Clanton (18??-1881)

Rustler/Outlaw

He was from Texas originally and became a rustler with the help of his misfit sons. He was shot by Mexicans whilst trying to herd their cattle to Arizona.

Phineous Clanton (18??-18??)

Rustler/ Outlaw

He was a shadowy figure in the Clanton family and was known simply as Finn. He didn't take part in the famous OK Coral gunfight. He was jailed years later after being caught cattle rustling.

John Clum (1851-1932)

Pioneer/Muckraker

Born in New York, he migrated to New Mexico in 1871, and then moved to Arizona three years later. He put out the paper The Tombstone Epitaph and did a stint as Tombstone's mayor.

George Crook (1828-1890) Soldier

After the Civil War, George Crook took to Indian fighting and was sent to Arizona in 1871. Ironically, he relied heavily on Indian scouts - a reason for his success.

Florentino Cruz (18??-1882)

Gunslinger/Outlaw

This shifty character showed up in Tombstone, where the Clantons hired him. He supposedly took part in the killing of Morgan Earp, after which he was hunted down and probably shot by Wyatt.

Kid Curry (1870-1904)

Gunslinger/Outlaw

Born Harvey Logan in Dodson, Missouri, he was a rider in the 'Wild Bunch'. He was a mean piece of work, with at least eight victims to his name, three of those being lawmen.

Pony Deal (18??-1882) Drifter/Outlaw

A mysterious character who was presumably a half-breed and took up with the Clantons. He appears to have mainly carried out the function of a handyman, as he was often not present when it came to gunplay. He was killed in a shoot-out.

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Bill Doolin (1863-1896) Gunslinger/Outlaw

Doolin, whilst a bandit nevertheless had a bit more nobility than most. He once kicked out a member of his gang for shooting an unarmed preacher to steal his horse.

Morgan Earp (1851-1882) Gunslinger/Lawman

He fought with his brothers at the OK Corral, and was later ambushed and shot dead whilst playing pool, in the feud with the Clanton gang.

Virgil Earp (1843-1906) Gunslinger/Lawman

He was the town marshal of Tombstone after the death of Fred White and was injured in the gunfight at the OK Corral. He was again targeted and shot by the Clantons later on, and this time left partially crippled. Later he became a successful businessman.

Warren Earp (1855-1900) Lawman

The forgotten member of the Earp family, he joined them after the OK Corral gun battle to track down Morgan's killers. He was a bit of a liar and claimed several kills for himself, as if unaided by his brothers.

Wyatt Earp (1848-1929) Gunslinger/Lawman

Wyatt, the most famous brother was little more than an outlaw himself. Whilst upholding the law in various places throughout his life, he had no bones about breaking it when it was to his advantage. He was definitely not a coward though and stood his ground at the OK Corral.

King Fisher (1854-1884) Lawman/Rustler

Following several brushes with the law as a petty crook, he grew powerful when he started a ranch in Eagle Pass, Texas. He worked on both sides of the law at various times. He was shot in a gunfight by some of his many enemies whilst in San Antonio.

William Flake (1839-1932) Cattleman/Landowner

Flake was a Mormon and, with fellow Mormon Erastus Snow started a new Mormon settlement in Arizona, which they called Snowflake!

Pat Garrett (1850-1908) Gunslinger/Lawman/Rancher

Mainly famed for being the killer of Billy the Kid, the people turned against him for gunning him down in ambush rather than by calling him out to a duel. He became debt-ridden as his business ventures and political career failed. An unknown killer shot him in the back of the head.

Geronimo (1829-1909) Brave/Scout/Indian Chief

An Apache warrior, some accounts suggest he was never a chief but a medicine man. He and his followers were the last holdouts to formally surrender to the US military in 1886.

George Goodfellow (1855-1910) Doctor

Goodfellow was an army physician, working at Fort Whipple and Fort Lowell until 1879 when he entered private practice in Tombstone. He saved many people from potentially fatal knife and gunshot wounds.

Deaf Charlie Hanks (1863-1902) Wrangler/Outlaw

A member of the 'Wild Bunch', Charlie was arrested following a train robbery and spent over a decade in jail. He was a stocky and violent man and was killed in a brawl in San Antonio.

John Wesley Hardin (1853-1895) Gunslinger/Outlaw

This romantic figure of the Wild West was a drunkard, a braggart and a psychotic killer in real life. He is reported to have killed over 40 men in his career. He was shot dead in El Paso after threatening the lawman John Selman.

CRITTERS, FOLK & NPCS

Pearl Hart (1878-1925) Outlaw

With her partner Joe Boot, this Ontario-born 'bandit-queen' formed a partnership aimed at robbing stagecoaches. She served a prison sentence after capture and later took an act on the road to the theatres across the country.

John Heath (18??-1884) Gambler/Outlaw

Heath was the leader of an outlaw gang who went on a killing spree after their robbery. Heath didn't plan on the shootings and when the gang was caught he got a life sentence, although unfortunately for him, a lynch mob hanged him anyway. His accomplices were all hanged legally.

James Hogg (1851-1906)

Politician/Businessman

James Hogg was a popular politician from Texas. Upon leaving politics, he invested in the oil industry and made a fortune.

Doc Holliday (1852-1887)

Gambler/Gunfighter/Dentist

When tuberculosis caused this Georgia-born dentist to disband his practice in favor of the more lucrative profession of gambler, a legend was born. Ill-tempered, hard-drinking and murderous, John Henry Holliday's trail spanned through Texas, Colorado, New Mexico, Kansas and Arizona. Sometimes operating on the side of the law and sometimes against it, he became one of the most famous legends ever to emerge from the Wild West. Assisting the Earps at the OK Corral, Holliday managed to kill, or at least help kill both McLowery brothers and Billy Clanton. He died in a sanatorium in his bed at Glenwood Springs, Colorado.

Temple Houston (1860-1905)

Wrangler/Gunslinger/Lawyer

The longhaired son of Sam Houston worked as a cattle driver before becoming an attorney. He knew his guns as well as his legal documents because he once won a shooting

contest against Billy the Kid and was a friend of Bat Masterson.

John Iloff (1831-1878)

Cattleman/Landowner

Iloff gained the reputation as one of the few trustworthy ranchers there were in the Wild West.

Calvin James (18??-1886) Outlaw

A gang leader and killer operating between Arkansas and Texas, selling liquor to the Indian Nations. He died on the gallows.

Johnny 'Behind the Deuce' (18??-????) Gambler

Little is known about this mystery figure other than he was a teenage gambling sensation in Arizona and that he shot and killed a miner in an argument.

Tom 'Blackjack' Ketchum (1867-1901) Outlaw

He talked to himself, talked to the sky and talked to walls. He was often seen hitting himself in the head with his pistol and telling himself off. Most of his robberies were laughingly bungled and he eventually went to the scaffold.

Peter Lassen (1793-1859)

Pioneer/Prospector/Politician

Born in Copenhagen, he went to the West in 1822. He was killed in an Indian ambush whilst looking for gold in Oregon.

Bill Longeley (1851-1877)

Gunslinger/Outlaw

A Negro-hating bully, psychopath and outlaw, Longeley established himself in Texas as a dangerous man to cross. He went on a killing and robbing spree that took him to Utah where he was captured and jailed. He was eventually hanged after escaping and being recaptured after going on another killing spree.

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Mangas Coloradas (1705-1863) Brave/Chief

A gigantic Apache warrior, he first only seemed interested in attacking Mexicans, prior to an incident with the white men that turned him into a brutal bloodthirsty hater of whites.

Bat Masterson (1853-1921) Scout/Gunslinger/Gambler

Born Bartholomew Masterson in Quebec, Canada, he later legally changed his name to William Barkley Masterson, but accepted the nickname 'Bat' throughout most of his life. A buffalo hunter, gambler, lawman and gunfighter, he was not a total 'good guy', but not too bad either. He drifted through Colorado, Kansas, Texas, Arizona and other places, plying various trades.

David Mather (1845-????) Gambler/Lawman/Outlaw

David Mather was a descendent of Cotton Mather, the famous Puritan. He was a gambler, swindler and alcoholic. He engaged in several gunfights in New Mexico, Kansas, Colorado and Texas.

Frank McLowery (18??-1881) Rustler

He died with his brother Tom in the OK Coral gunfight. It is recorded that Wyatt Earp shot him, but accounts vary.

Tom McLowery (18??-1881) Rustler

He was shot and killed in the Ok Coral gun battle. It is recorded that he never killed anyone and that he was unarmed at the time of his death.

Deacon Jim Miller (1866-1909) Preacher/Gunslinger

To call him a gunfighter would be an injustice as he preferred to kill his victims from the back or when they were unarmed. He was a Gospel-blubbing lunatic for most of the time and dressed as a minister and was an avid churchgoer. Mostly he operated as a

gun-for-hire. He has an estimated 40 kills on his record.

Sylvester Mowry (18??-1871) Soldier/Businessman

Sylvester Mowry was sent to Arizona after having an affair with one of the daughters-in-law of the Mormon, Brigham Young. He became wealthy as a mining official.

Joaquin Murieta (1832-1853) Wrangler/Outlaw

Supposedly a ranch-hand in Stockton, California, he took to robbing and plundering with the charisma of a western Robin Hood. White settlers, ranchers and miners loathed him, but Mexicans saw him as a champion for justice.

Nana (1815-1895) Brave/Indian Chief

Nana received numerous wounds in countless battles and he became leader of the Chiricahuas. He raided, stole and burned and outwitted his enemies over many years.

Buckey O'Neill (1860-1898) Muckraker/Lawman

Originally a newspaper editor, he later turned to law. He was undeniably courageous but never killed anyone in a showdown.

William Oury (1817-1887) Pioneer

Perhaps the busiest and most versatile of Western noteworthies, Oury served as an explorer, soldier, Texas Ranger, cattle baron, politician, Indian fighter, newspaper editor and businessman. He would have been at the Alamo massacre, but was sent to Gonzales, Texas as a courier.

Perry Owens (1852-1919) Wrangler/Lawman

Owens was elected sheriff of Apache County, Arizona in 1886. He promised to end rustler domination and corruption and killed Ike Clanton and brought his brother Phin-

CRITTERS, FOLK & NPCS

eous to justice. He later killed another rustler named Mart Blevins.

Alfred Packer (1858-1915)

Mountain man

Packer made history when he was hired to guide five men from Colorado into New Mexico. In the midst of their trek, snow set in leaving them stranded. Eventually, their guide left the mountains alone, with no sign of the party that had employed him. He was arrested and jailed for killing and eating the rest of the part.

Charlie Pierce (185?-1895) Outlaw

Pierce rode with the Dalton gang and later with Bill Doolin.

John Ringo (1850-1882)

Wrangler/Outlaw

Ringo liked to recite poetry and biblical quotations, but his real love was for alcohol. He also suffered radical mood swings, bordering on manic-depression. He was an avowed hater of the Earps and Doc Holliday and it is reported that he lamented missing out at the OK Coral gun battle.

Russian Bill (18??-1881) Rustler

Born in Russia, he migrated to the West and saw employment on the Clanton ranch.

Ed Schieffelin (1848-1898)

Prospector/Miner

Schieffelin roamed Oregon, Colorado, California and New Mexico for gold, prior to coming to Arizona. He found silver in the Dragoon Mountains and named his strike Tombstone, which became the name of the town that built up around the discovery.

Luke Short (1854-1893)

Wrangler/Gambler/Gunslinger

As a teenager, Short joined a trail drive and found his true calling whilst playing cards with the other cowboys.

Al Sieber (1844-1907)

Soldier/Scout/Lawman

A German who took up work in Arizona as a scout for the army. He was killed when a premature explosion started a rockslide and crushed him to death.

John Slaughter (1841-1933)

Soldier/Lawman/Gunslinger

Slaughter was a little man, at only 5'3", but he had a big gun and a bigger reputation. He began as a soldier and then became a Texas Ranger and later took to wearing a sheriff's badge when he relocated to Arizona. In reality it was Slaughter who cleaned up Tombstone and not Wyatt Earp.

Belle Starr (1848-1889) Outlaw

Myra Belle Shirley grew up to become known as Belle Starr – the most well-known female bandit in American history. Dubbed 'The Pearl of The Wild West' and 'The Bandit Queen' by the media, she scared more men with her looks than with her guns. Her exploits were vastly overblown and she was no more a lady Robin Hood than she was a glamour girl. She was shot in an ambush while riding her horse, just outside Younger's Bend, Texas.

Frank Stilwell (1855-1882)

Wrangler/Outlaw

A drifter, who ended up in the Clanton gang. He took part in the murder of Morgan Earp and was killed by either Doc Holliday or Wyatt Earp a few days later.

Dallas Stoudenmire (1854-1882) Lawman

Stoudenmire did a stint as a Texas Ranger and then became the town marshal in El Paso. He was also a heavy drinker. He died broke.

John Swilling (183?-1878)

Pioneer/Prospector

The settlement he established in Arizona, where he searched for gold and silver, was

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called Stonewall, but later came to be known as Phoenix.

Ben Thompson (1842-1884) **Gunslinger/Gambler/Rowdy**

Ben Thompson was an Englishman who migrated to America in 1849. He was a heavy drinker, card cheat, patron of whores and a sharpshooter. He also earned a reputation as a bully. He was at times a Texas Ranger, a strong-arm man on the railroads, a gun-for-hire and a marshal. He left a trail of bodies wherever he went. He was shot and killed by old enemies in San Antonio, whilst there with his friend King Fisher.

Tiburcio Vasquez (1835-1875) **Wrangler/ Scout/Outlaw**

Vasquez took to every crime he could think of, including horse stealing, cattle rustling, stagecoach robbery and murder. He was a superior horseman and a clever tracker and knew the mountains well, constantly evading those sent to bring him to justice.

Victorio (1809-1880) Brave/Indian Chief
A leader of the Chiricahua Apaches, Victorio was a cunning leader, fierce warrior and savage renegade. He constantly proved himself to be the embodiment of the archetypal Indian warrior.

Tom Waters (184?-1881) Prospector
A powerfully built, heavy drinker, Tom Waters came to Tombstone in 1881. There he got involved in several brawls and was later shot dead by one of the men that he had knocked out.

Harry Wheeler (1876-1925)
Lawman/Gunslinger
A Texas Ranger and one of the few 'legitimate' western personalities to earn the title of Gunfighter. His ability as a deadly shot was well known as was his reputation for bravery.

Bill Williams (17??-1849) **Mountain Man/Scout**

Little is known about the early life of 'Old Bill' Williams, called that because he looked aged even as a youth. Reportedly he came West as a missionary, bent on converting the Indians, but wound up a convert himself to their more practical philosophy of life. From then on he became an outdoorsman, learning numerous Indian languages, hunting and scouting.

Brigham Young (1801-1877) **Preacher/Pioneer**

Brigham Young was a Methodist from Vermont, who converted to Mormonism. He spent a good deal of his time travelling as a missionary for the cause. He settled in Salt Lake Valley, Utah with a group of other Mormons, in 1847. They established this city as a stronghold for Mormonism.



ADVENTURE IDEAS

Overview



These adventure ideas are designed to give the GM a head start to running his own game of GFYG! Some GMs prefer to flesh their own adventures out more fully than this, so they might want to fully prepare all of the folk and NPCs beforehand. It might also be helpful to draw up some plans or maps of the important locations.

Other GMs find the amount of information given in these scenarios more than enough, preferring to run the game 'on the fly', often reacting to stuff the characters do. Most GMs probably fall somewhere between the two.

Mexican Jailbreak

In this scenario it is assumed that one of the characters (preferably a Drifter or Muckraker, as they have the Prairie Tales ability) has heard about an outlaw called Joseph (Joe) Cotton, who is the sole surviving member of The Cotton Gang, a bunch of outlaws and bandits who committed several bank robberies just over the border in Mexico about ten years ago. In their last robbery, the gang raided a train carrying a shipment of army gold, worth \$50,000. The trouble was that they got trailed and, in the inevitable shootout, the whole gang was killed except Joe Cotton, who was caught, tried and sentenced to 20 years in prison. He is still there.

The thing is that the gold was never recovered, despite a massive search around the area where the gang was caught. Joe ain't tellin' anyone a thing. Most people seem to have forgotten about the gold by now. The idea is that the characters get wind of this and simply need to come up with a way of getting Joe out of prison, so that he will lead them to where the gold is hidden.

The prison is near to a small town just across the border south of El Paso, called Santa Lugo. It is a typical small Mexican town, with a square central plaza and a well

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in the centre. The houses surround the square facing in. There is a church at one end and a cantina more or less facing the church across the plaza. As the characters come into town, they will initially run into some trouble from some soldiers who are off duty from the fort and are lounging outside the cantina. There will be as many of the soldiers as there are player characters, plus one extra, who is a sergeant and has the rowdy ability. (Note, depending on what happens here, it could change the whole scenario completely!).

The prison is actually outside town and over a small range of hills. At the top of one hill, is an old derelict mission building, which is a great place for the characters to keep an eye on the fort, especially if they have a telescope. The fort has about 40 soldier guards, 4 sergeants with a captain and a major, who runs the fort. There are about 100 prisoners inside, kept in several long bunkhouses in an inner compound.

There are obviously several ways the characters can get Cotton out of there and this depends to a degree on the style of game you are playing. For example, if the characters are watching early in the morning, they will see that about half of the prisoners are marched out of the fort to a quarry in the hills a few miles away, where they break stones all day for building materials. Cotton will be amongst them on alternate days.

There are fewer guards with the chain gang, so it could be an option to gun these down and get him out. If the characters are averse to gunning anyone down, they could try to get to him by stealth at some point, whilst the prisoners are resting.

Another option is that the characters could try to bluff their way into the fort – a preacher, doctor, group of whores or army officer might be allowed in, for example. A more direct approach might be to blow a hole in the wall with a bundle of dynamite and then shoot everything in a uniform.

Once the characters get Cotton out of the place, they need to get him to tell them where to find the loot. This bit can be as long or as quick as the GM likes. It could lead into another full adventure, with Cotton trying to escape, or lead them on a wild goose chase or trying to contact some of his old friends to come and deal with his rescuers. Alternatively, he could just try and cut a better deal than whatever deal they are offering. Maybe he already told some of the other prisoners about the loot as he was looking for their help to escape and they will come after him and the player characters. There are many options to conclude or continue this story.

The Magnificent Gunmen

This scenario is best for characters that have a few experience levels under their belts. It would be ideal if the characters were apart at the start of the scenario although at least one should be currently in the south, near the Mexican border.

ADVENTURE IDEAS



An eager young Mexican, who says he has money and needs a gunfighter to help with a problem, approaches the character that is nearest to the border. The young man lives in a village that is being terrorized by bandits and the folk of the village are hoping that the \$200 dollars they raised will be enough to pay for hired guns.

Of course, the character knows of others who can help (the other player characters) and rides from town to town to gather them up. It works best with seven characters (including the young Mexican, who is willing and keen to learn), but this isn't mandatory. You could add NPCs to boost the numbers, if you are short or simply leave the numbers at less than seven.

The characters should each be given their own moment of 'screen time' as they are being gathered. The GM should ask them where they are and what they are doing as they are approached. If they can't think of

anything, the GM should have something prepared for each character, so that they can show off their skills and abilities. None of the other characters should butt in on other characters 'screen time' – they will all get their own chance to show off.

Once the group is gathered they can head off to the village and prepare its defence. The GM might need a simple ground plan of the layout of the village.

A few bandits will show up initially shortly after the characters arrive, maybe only a dozen or so, with a lieutenant, all on horseback. This is a chance for the characters to have a bit of a warm-up and give the bandits a bit of a scare. The whole gang will return a few days later though. The gang should comprise about 30-50 bandits and a high level gunslinger or drifter leader with a couple of medium level right-hand men. What comprises high and medium level depends on the player-character levels. The leader should be about the same level as the characters and the lieutenants should be a level or two lower.

Before they arrive, the characters have plenty of opportunity to role-play talking with the villagers, trying to train some of them how to shoot and fight, searching out the best places for ambushes and traps and so on. Good strategy and trap planning should be rewarded with the spectacular deaths of some of the bandits and good positions (like



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up in the church tower) should be rewarded with surprise or bonuses to hit.

Lucky Strike

Old Julius Marner was a prospector, working until recently up in the hills around the town. About a week ago, he came down into town whooping it up and hollerin' the place down. He was clearly excited and bought everyone a drink in the saloon, explaining that he had found gold and showing anyone interested a huge gold nugget that he found. Since then, Julius has not been seen around town. First of all, everyone simply thought that he was lying drunk somewhere, but it has gone long beyond that now.

Recently a new face has been seen around town. This is Frank Marner, Julius's son from back east. (Nobody knew Old Julius had family). He had received a letter from his father telling him to come out and see him, as he had struck lucky! Frank has been to the assay office in town and they say that Julius never registered his claim. In the letter, Julius says that he did. Frank is now looking for his father and clearly suspects foul play.

This opening can lead into several different possibilities and different ways to bring the player characters in. If one of the characters is a town marshal, Frank could approach him to help. If not, Frank could try to hire some gunmen, as he thinks someone has killed his father and is now looking to get his own hands on his father's (now his own) gold.

The culprit could be a local land baron and businessman (and rogue, gang leader, thief, killer and all round bad guy) who is trying to buy up all of

the gold mines in the vicinity and where he can't do it legitimately at rock-bottom prices, he will resort to illegitimate means.

Maybe Julius isn't actually dead (yet). Maybe he was kidnapped before staking his claim and the kidnappers are trying to get him to tell them where it is. Perhaps he did stake his claim and one (or all) of the assay clerks have been bought out or threatened and so they conveniently 'misfiled' the paperwork.

If the characters prefer to work on the other side of the law, they could be approached by the 'other side' i.e. the businessman and his cronies, to deal with the Frank Marner, who looks like he could be trouble.

Frank Marner may not even be Julius's son, after all nobody knew he had family. Or he could have a son, but the Frank Marner who turned up isn't the real Frank Marner, just a rogue and a chancer who happened upon the letter before it got to the real Frank and decided a bit of impersonation would be in order.

There are numerous ways this could go and so the GM should go with an approach that most suits the characters and their abilities.



GO FER YER GUN!

CHARACTER SHEET



PLAYER NAME _____
 CHARACTER NAME _____
 Class _____
 Level _____ Gender _____
 Age _____ Height _____ Weight _____
 Features _____

CHARACTER SKETCH/NOTES

[ATTRIBUTE CHECK = D20 + ATTRIBUTE MOD + LEVEL]

ATTRIBUTES		SAVING THROWS		
P/S/T		MOD	TN	
[]	STR	_____	_____	_____
[]	INT	_____	_____	_____
[]	WIS	_____	_____	_____
[]	DEX	_____	_____	_____
[]	CON	_____	_____	_____
[]	CHA	_____	_____	_____

DEFENCE CLASS

HIT POINTS

HIT DIE TYPE

MONEY \$

EXPERIENCE

CLASS ABILITIES

TRAPPINGS & GEAR

ENC _____ PENALTY _____ MOVE _____

WEAPON

BONUS TO HIT

DAMAGE

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

SPECIAL

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